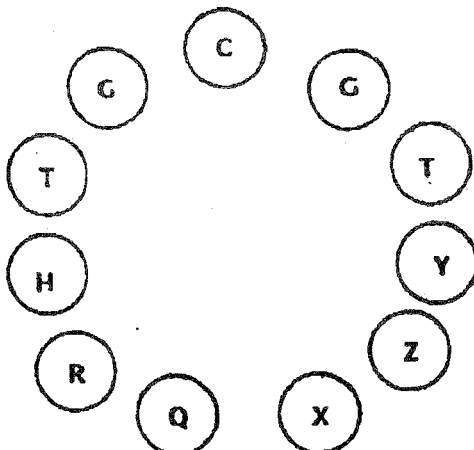




Washington

REDSKINS

HUDDLE

1. Center set the Huddle 7 yards from the ball.
2. The Huddle is oval.
3. Line up with hands on knees. See the QB.
4. The QB is in a position to receive the bench signal.
5. Procedure:
 - 5.1 The QB steps into the Huddle and calls:
 1. The formation - motion - shift.
 2. The play.
 3. Snap Count - repeated.
 4. Ready - break ...
 - 4.1 WRs leave after 1st snap call.
 - 4.2 All clap hands
 - 4.3 Linemen turn out side.
 - 4.4 QB leaves last - scan the Defense.
6. QB ALERTS:
 - 6.1 Let the WRs leave, then call "Ready - Break."
 - 6.2 Approach the L.O.S. the same way each time.
 - 6.3 Always check the 30-second clock.

SNAP

1. THE TEAM AT THE L.O.S.:

- 1.1 OL Down - 3-Point Stance
- 1.2 TE Down - 3-Point Stance
- 1.3 H/R 'Up or Down by Formation.
- 1.4 WRs Up or Down by Formation.

2. THE QUARTERBACK AT THE L.O.S.:

- 2.1 Scan the Secondary.
- 2.2 Check the Front/Box.
- 2.3. Call set - pause.
- 2.4. Call live or dead color, plus a number -- repeat.
- 2.5 Count begins - "Hut" signifies each count.
- 2.6 Count is rhythmical unless QB calls Hard.

3. BASIC SNAP:

- 3.1 on Hike: Ball snapped on the word "Hike".
- 3.2 on Go: Down-Set-Go.
- 3.3 on 1-2: Down-Set-Blue 20-Blue 20-1st-Hut, 2nd-Hut
- 3.4 on Hard 3: Down-Set-Blue 20-Blue 20-Hut-Hut-Hut
- 3.5 on Hard 4: Down-Set-Blue 20-Blue 20-Hut-Hut-Hut-Hut

4. ALTERNATIVE SNAP:

4.1 Double down on "Go":

Down-Down-Set-Go

4.2 Double down on 2:

Down-Down-Set-Blue-20-Blue-20-Hut-Hut

4.3 Double Cadence on 2:

Down-Set-Rose 20-Rose 20-Silver 80-Silver 80-Hut-Hut.
(Rose + Tip/Rose + Tip) + Audible Color + No.

5. SHIFT ON DOWN

6. MOTION ON 1ST OR 2ND COLOR BY DISTANCE.

7. RALLY - NO HUDDLE - BALL SNAPPED ON DOWN - SET - GO.

8. RED BALL - TWO MINUTE - BALL SNAPPED ON SET - GO

AUDIBLES

1. QB Approach - Check out of a poor play by game plan.
2. QB Procedure:
 - 2.1 Check the defense.
 - 2.2 Call the live color and the new play - pause.
 - 2.3 Backs and Receivers shift if necessary.
 - 2.4 The "Audible" snap count is 2.

CHECK WITH ME

1. "Check with me" will be called in the Huddle from the bench.
2. A given formation will be assigned a designated "check with Me" package based on the Defense by formation.
3. QB Huddle Call:
 - 3.1 A Formation -Possible shift or motion
 - 3.2 A Play Call -Run to Run, Run to Pass, Pass to Pass.
4. QB at the L.O.S.:
 - 4.1 Check the box, front, and support look.
 - 4.2 Call the code for the play to be run.
 - 4.3 The "Check with Me" snap count is 2.

PLAY CALLS

1. RUN-IT PLAYS:

1.1 Plays called with specific formation-movement-snap.

2. AUDIBLES:

2.1 Standard plays the QB can call when a "Run-It" play has no chance verses a given defense.

3. "CHECK WITH ME" PLAYS:

3.1 Plays called with specific formation-movement-snaps that are good verses specific front-support-box number count.

4. NO HUDDLE:

4.1 RALLY: The QB sets the offense in a specific formation at the L.O.S., then calls a play good verses a specific front-support-box number count.

4.2 RED BALL: Two-minute call by the QB when the clock is running. The QB sets the offense in a specific formation and makes specific play calls based on the clock, field position, and defensive looks.

GAME SITUATIONS

1. KNOW THE SITUATIONS
2. KNOW THE DEFENSIVE TENDENCIES BY SITUATION
3. KNOW HOW DEFENDERS PLAY BY SITUATIONS
4. BASIC SITUATIONS:

1st & 10

2nd 1-6

2nd 7+

3rd 2-6

3rd 7+

5. SPECIAL SITUATIONS:

RED AREA +25 IN

SHORT YARDS

GOAL LINE

2-MINUTE - AHEAD END OF HALF / GAME

2-MINUTE - BEHIND END OF HALF / GAME

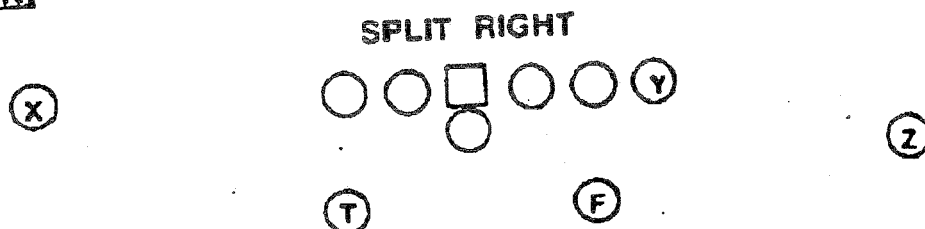
6. NOTE:

We already know the play and the snap count.
The ability to anticipate the defense is directly
related to knowing how the opponent plays in
any given situation.

FORMATIONS -- MOVEMENT

FORMATIONS NOMENCLATURE

1. 2 BACK:



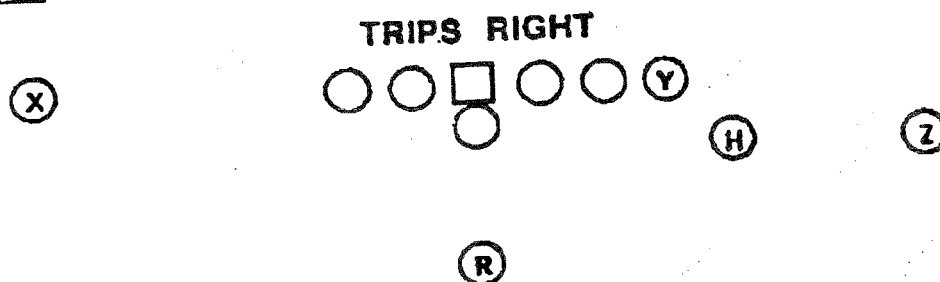
X-Z - WIDE RECEIVERS

Y - TIGHT END

T - TAILBACK

F - FULL BACK

2. 1 BACK:



X-Z - WIDE RECEIVERS

Y - TIGHT END

R - REMAINING BACK

H - H BACK

3. The Y (TE) aligns to the call: RIGHT/LEFT.
4. The Backs align by the formation call: NAME
5. The Wide Receivers align by formation/variation call: NAME
6. RUN STRENGTH - to the Y (TE) side.
7. PASS STRENGTH - to the 2 Receiver side.

NOTE:

Defensive front calls are by the Y (TE) location.
Defensive coverage calls are by the 2 Receiver location.

FORMATION TERMINOLOGY

- | | |
|-------------------|--|
| 1. STRONG SIDE | 2 Receiver side on pass - Y on run. |
| 2. WEAK SIDE | 1 Receiver side on pass - open side on run. |
| 3. CLOSED SIDE | The side with an End next to the Tackle. |
| 4. OPEN SIDE | The side with no End next to the Tackle. |
| 5. ON SIDE | The side of the formation to the play. |
| 6. OFFSIDE | The side of the formation away from the play. |
| 7. Q POSITION | Back aligned behind the QB. |
| 8. T POSITON | Back aligned behind the Tackle. |
| 9. NORMAL | X aligned opposite Y and Z. |
| 10. SLOT | Y Aligned opposite X and Z. |
| 11. SHIFT | Receiver/Back move then set before the snap. |
| 12. MOTION | Receiver/Back move during the cadence. |
| 13. FAKE MOTION | Start motion called, then return to original position. |
| 17. ADJACENT RULE | Backs/Receivers never line up next to each other on the L.O.S. |

FORMATION PERSONNEL

REGULAR	1 TE - 2 WR - R - H
2 TE	2 TE - 2 WR - R
3 WR	1 TE - 3 WR - R
4 WR	4 WR - R
HEAVY 2 TE	2 TE - 1 WR - 2 RB
HEAVY 3 TE	3 TE - 1 WR - R
JUMBO	3 TE - 2 RB

CALLING FORMATIONS

SEQUENCE FOR FORMATION CALLS

1. Any shift by Receivers or Backs.
2. Backfield set.
3. Direction of TE (Y) - Right/Left
4. Receiver adjustments - Tight/Wing, etc.
5. Receiver motion (X-Y-Z)
 Into the formation call: Spread Rt Zoom (Z) / Fly (Y)
 Out of the formation call: Double Rt Spear (H)
6. Back motion (R/T - F/H).
 Out of the Formation call: Trips Rt Whiz (H)

SHIFT/MOTION SNAP

MOVEMENT STARTS:

1. SHIFTS start after Down or Down-Down
2. TE/ H MOTION starts on 1st color
3. TE/H QUICK MOTION starts on 2nd color
4. X/Z MOTION starts on 1st color
5. R MOTION starts on 1st color

MOTION SNAP COUNTS:

1. Basic on White
2. Fake on White
3. Long on White
4. Quick / Short on Red
5. Blue / Double Down / Double Cadence

HUSTLE CALL BY THE QB:

1. Calls off all movement.
2. Used when clock is short

2-BACK FORMATIONS

SPLIT RIGHT (Slot)



(Z)
SLOT



Y



FAR RIGHT (Slot)



(Z)
SLOT



Y



NEAR RIGHT (Slot)



(Z)
SLOT



Y



I RIGHT (Slot)



(Z)

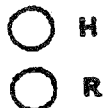
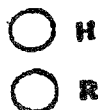
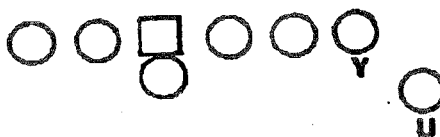
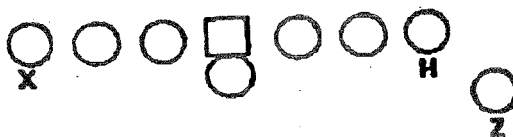


H

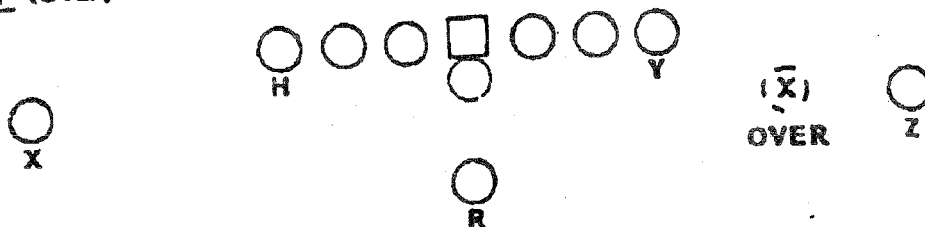
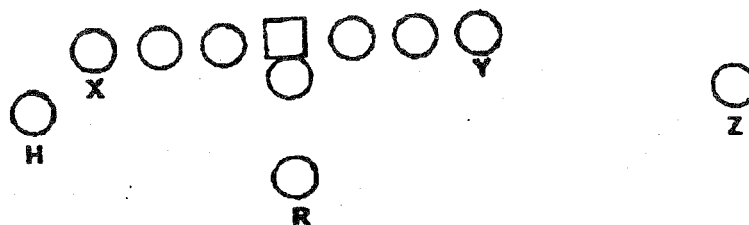
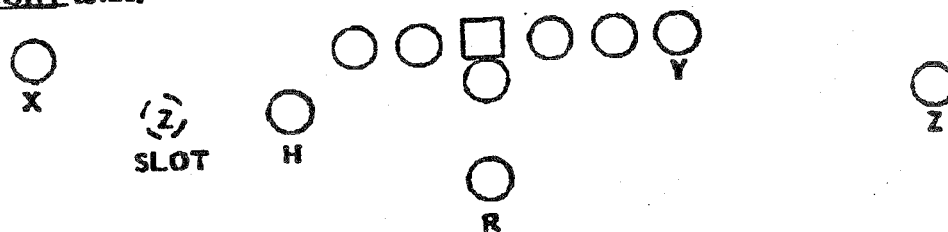
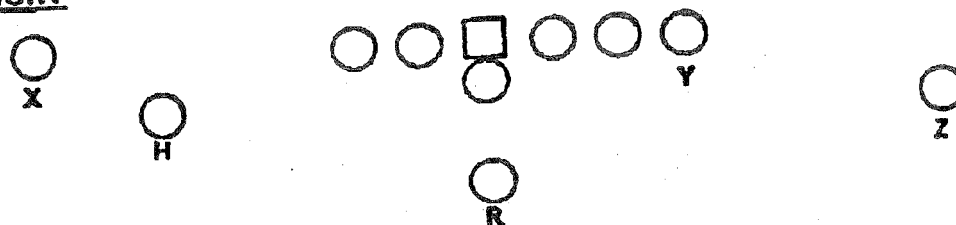
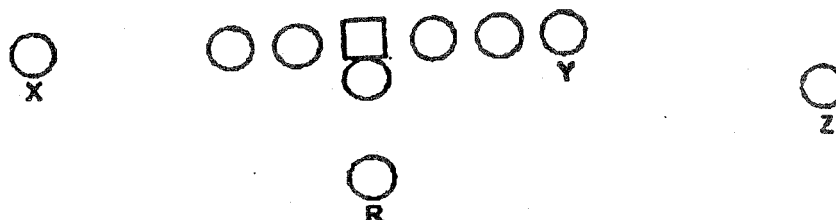


2-BACK FORMATIONSDOT RIGHT (Slot)

(Z)
SLOT

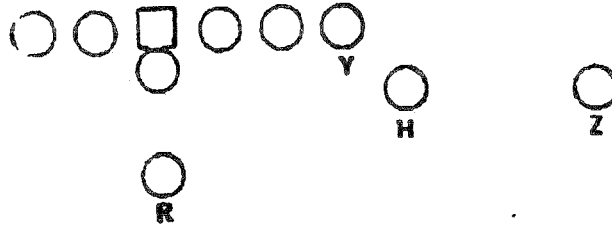
DOT RIGHT TIGHTDOT RIGHT WING1 RIGHT TIGHT WING

1-BACK FORMATIONS

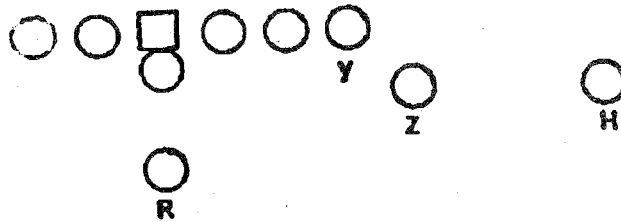
UNIT RIGHT (Over)SQUEEZE RIGHTSPREAD RIGHT (Slot)DOUBLE RIGHTFREEZE RIGHT

I-BACK FORMATIONS

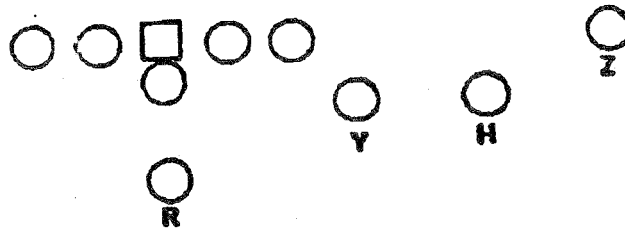
TRIPS RIGHT



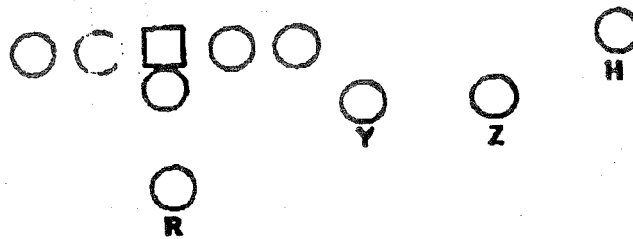
CLOSE RIGHT



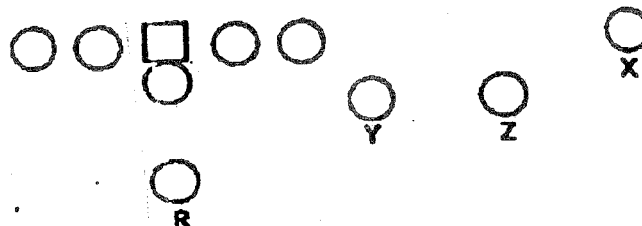
TRAIN RIGHT



DEUCE RIGHT

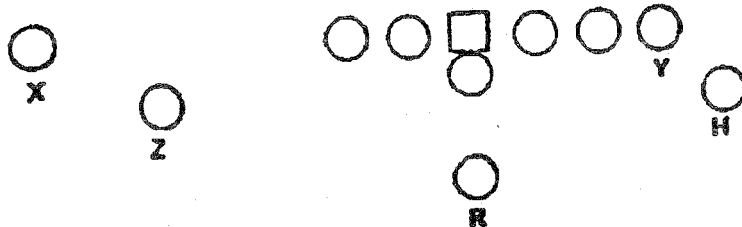


OPEN RIGHT

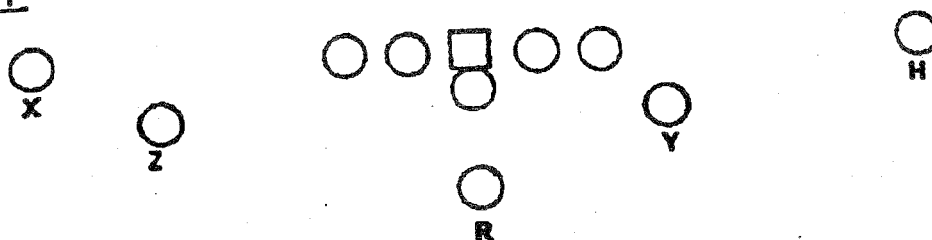


1-BACK FORMATION

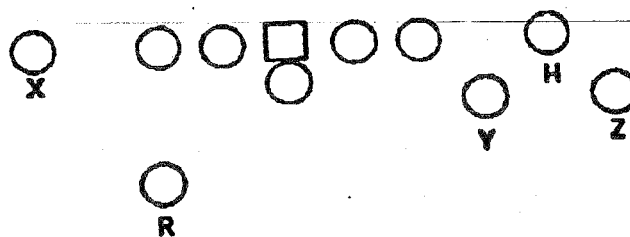
TWINS RIGHT



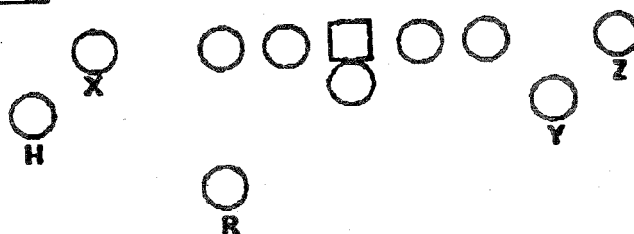
WALK RIGHT



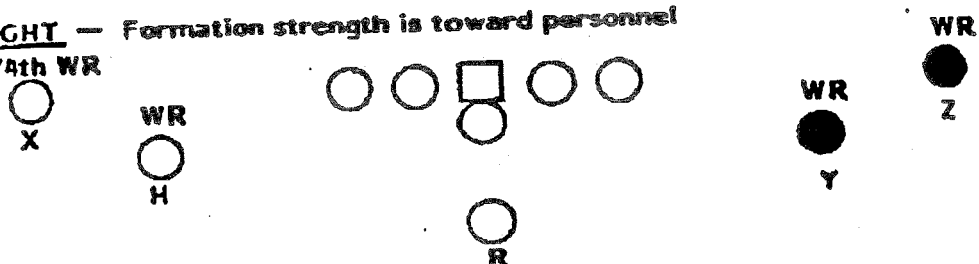
BUNCH RIGHT



BUNCH RIGHT FREEZE



ROCKET RIGHT — Formation strength is toward personnel TE/4th WR



MOVEMENT

MOVEMENT IS VERY IMPORTANT TO OUR TOTAL OFFENSIVE SYSTEM. THERE ARE SEVERAL REASONS FOR MOVEMENT IN OUR OFFENSE; AMONG THE MOST PROMINENT REASONS ARE:

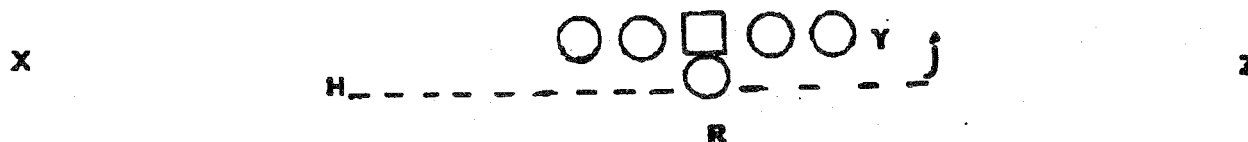
1. To create a personnel advantage by creating coverage mismatches on our Receivers or Backs.
2. To create a personnel advantage by effecting changes in run support and force responsibilities.
3. To create secondary movement in an effort to better enable our Quarterback to recognize coverages.
4. To get our personnel in better position to execute their given assignment.
5. To create problems for the defense in Man under coverages when attempting to hold or bump Receivers at the line of scrimmage.
6. To create an opportunity for indecision, confusion, and/or mis-alignment by the secondary.
7. To cause movement on the part of the Defense in an effort to realign their personnel with the coverage calls and changes and not allow them to set themselves and react to familiar offensive patterns. Make the Defense play "on the move."
8. To force opponents to spend practice time and effort on adjusting to movement patterns rather than improving defensive skills and schemes.
9. To create a visual complexity to the defense, yet be able to run the same basic plays from a variety of looks.

MOVEMENT CATEGORIESMOTION:INTO THE FORMATION CALL — EX: ZOOM

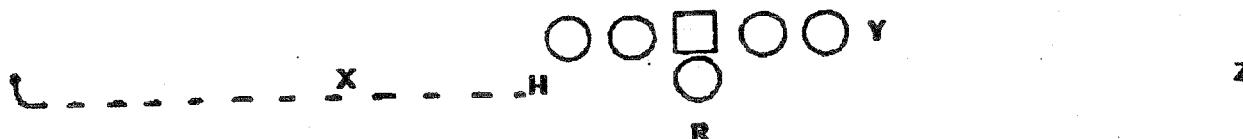
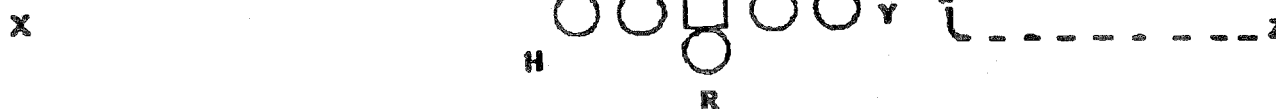
TRIPS RT ZOOM

OUT OF THE FORMATION CALL — EX: SPEAR

DOUBLE RT SPEAR

OUT OF THE FORMATION CALL — EX: JET OUT

SPREAD RT JET OUT

OUTSIDE IN TO THE INSIDE RECEIVER — EX: ZIP~~OUTSIDE~~ RT DART*Spread*OUTSIDE IN, INSIDE THE OUTSIDE RECEIVER — EX: DART

BUNCH RT DART



MOVEMENT CATEGORIESQUICK Z STEP MOTION — EX: BANG

TRIPS RT BANG

X



H

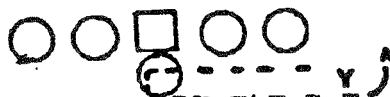
Z

R

FAKE - START MOTION CALLED THEN RETURN — EX: FAKE FLY

TRAIN RT FAKE FLY

X



H

Z

R

ALIGN OPPOSITE END UP IN THE FORMATION — EX: STEM

STEM TRAIN RT

X



H

Z

R

ALIGN TIGHT END UP WIDE — EX: EXPLODE

EXPLODE TRAIN RT

X



H

R

ALIGN WIDE END UP TIGHT — EX: SINK

SINK DOUBLE RT

Sink Bunch RT Freeze

X



Z

R

03/10/95

16:50

PRES/UM - 8046971495

0.500 0.14
F-13

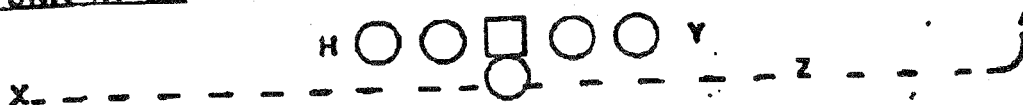
X - MOTION

WALK RT X-T



X ALIGN OPPOSITE THE FORMATION CALL - MOTION ACROSS
EXIT - TO THE CALL

UNIT RT OX

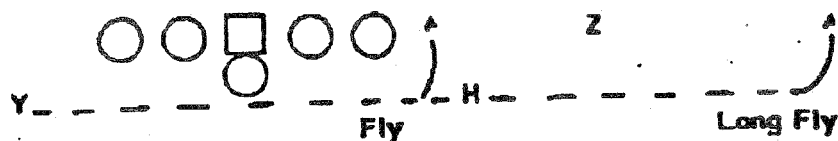


X MOTION ACROSS OUT OF THE FORMATION
OX - TO AN ASSIGNED SPOT

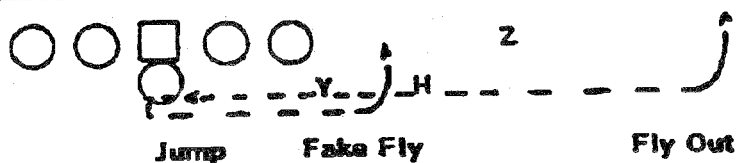


2-10

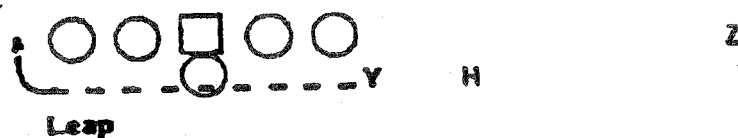
X



TRAIN RT JUMP - FAKE FLY - FLY OUT

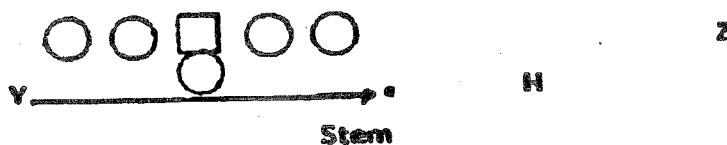


TRAIN RT LEAP

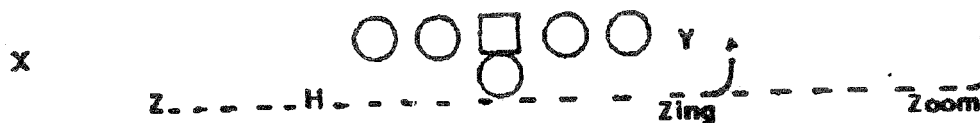


Y - SHIFTS

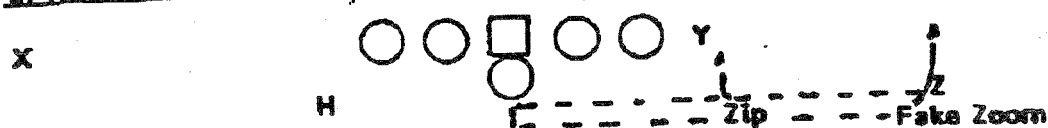
STEM TRAIN RT



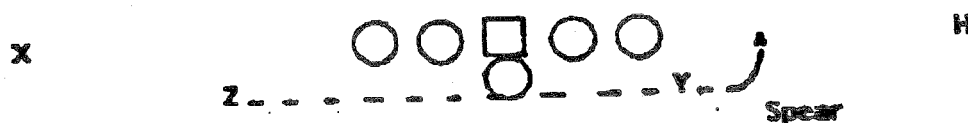
Y ALIGN OPPOSITE THE FORMATION CALL - SHIFT ACROSS

Z - MOTION**SPREAD RT ZING - ZOOM**

Z ALIGN OPPOSITE THE FORMATION CALL — MOTION ACROSS
 ZOOM — TO THE CALL
 ZING — TO THE WING

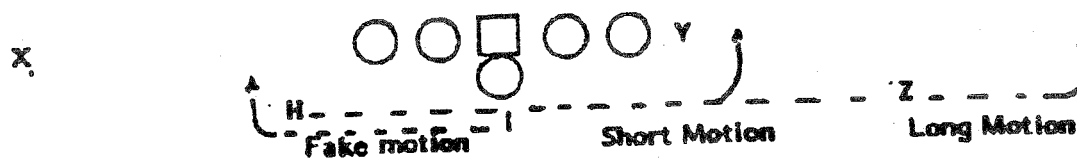
SPREAD RT ZIP - FAKE ZOOM

Z ALIGN TO THE FORMATION CALL — MOTION SAME SIDE
 FAKE ZOOM — RETURN
 ZIP — TO THE TE

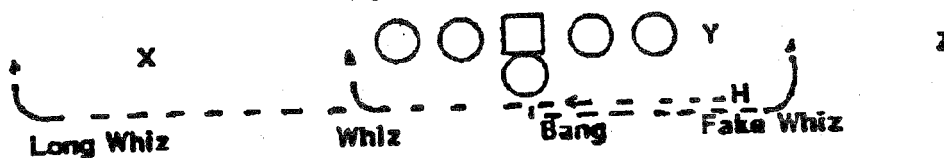
WALK RT Z SPEAR

Z MOTION ACROSS OUT OF THE FORMATION
 SPEAR — TO THE TE



H - MOTIONSPREAD RT FAKE MOTON - SHORT MOTION - LONG MOTION

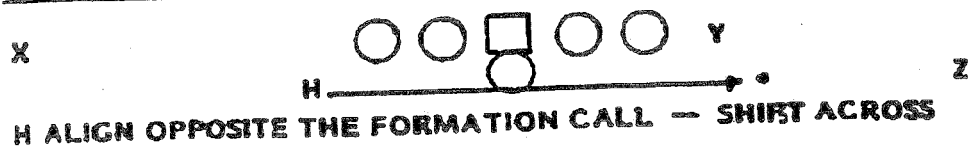
H MOTION ACROSS OUT OF THE FORMATION
 SHORT MOTION - TO THE TE
 LONG MOTION - OUTSIDE Z
 FAKE MOTION - RETURN

TRIPS RT FAKE WHIZ - BANG - WHIZ - LONG WHIZ

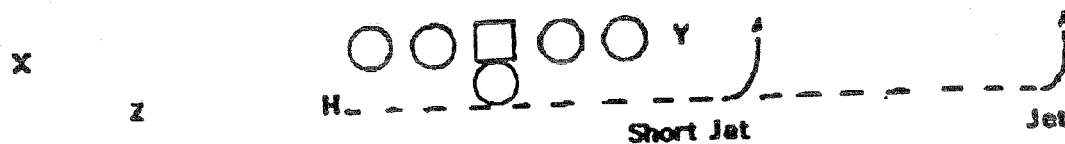
H MOTION ACROSS OUT OF THE FORMATION
 WHIZ - TO THE WEAK TACKLE
 LONG WHIZ - OUTSIDE X
 FAKE WHIZ - RETURN
 BANG - QUICK MOTION TO CENTER

DOUBLE RT SPEAR - FAKE SPEAR

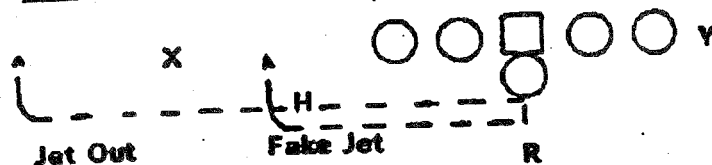
H MOTION ACROSS OUT OF THE FORMATION
 SPEAR - TO THE TE

H - SHIFTSHIFT TRIPS RT

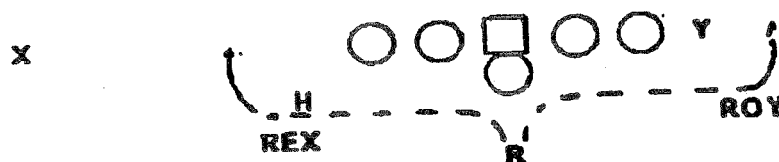
H ALIGN OPPOSITE THE FORMATION CALL - SHIFT ACROSS

H - MOTIONSPREAD RT SLOT JET - SHORT JET

H MOTION WEAK ACROSS OUT OF THE FORMATION
 JET - OUTSIDE THE WEAKSIDE RECEIVER
 SHORT JET - TO THE TE

SPREAD RT FAKE JET - JET OUT

H MOTION WEAK NOT ACROSS THE FORMATION
 FAKE JET - RETURN
 JET OUT - MOTION OUTSIDE THE WEAKSIDE RECEIVER

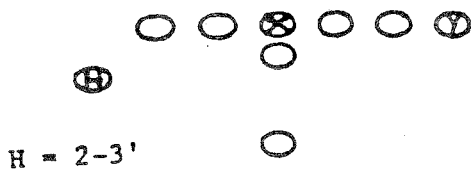
R - MOTIONSPREAD RT REX - ROY

REX - R MOTION TOWARD X
 ROY - R MOTION TOWARD Y

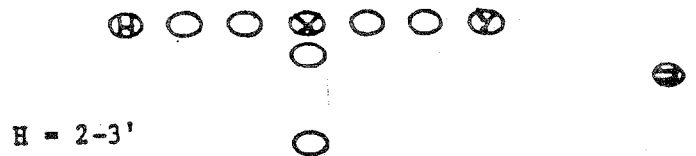
FORMATIONS

1

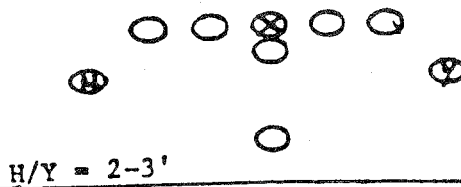
DOUBLE RT.



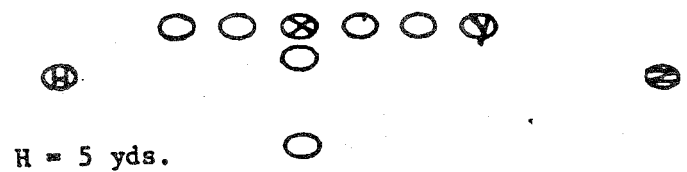
UP FORMATION



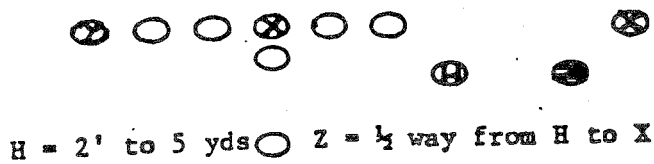
BACK FORMATION



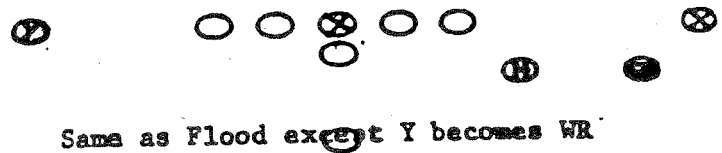
SPREAD RT.



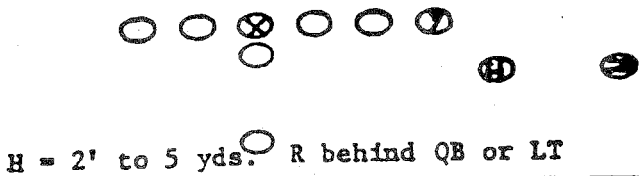
FLOOD RT.



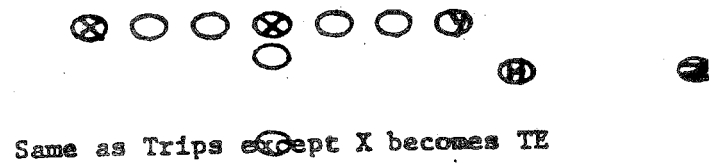
FLOOD RT. (OPEN)



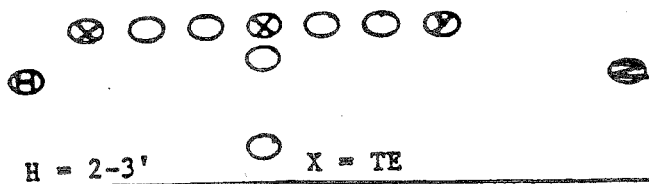
TRIPS RT.



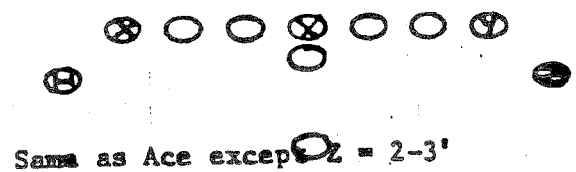
TREY RT. (TRIPS RT. TIGHT)



ACE RT.



DUECE FORMATION



WING RT.

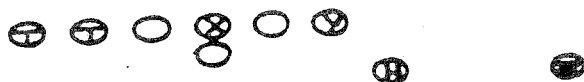


SWING RT.



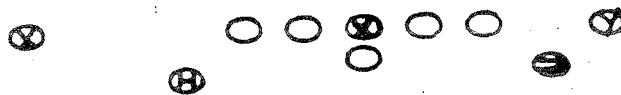
UNBALANCED RT.

H = 2-3'

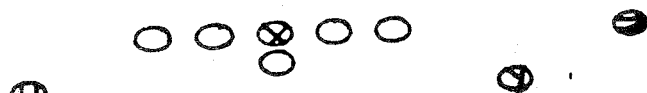
SLOT RT.

H = 2-3'

2½ yds.

TWINS RT.

H/Y = 5 yds. ○ (wider on occasion)

SKINS RT.

H = 2-3'

○ Y = 5 yds. (or wider)

NINER FORMATION

X/Z = 2' to 5 yds.

IMPORTANT:

1. STRENGTH OF ALL FORMATIONS = SIDE THAT Z IS ON (HE & Y ARE ON SAME SIDE IN EVERY FORMATION EXCEPT THE "FLOODS"). "FLOOD" IS ONLY TIME Y IS AWAY FROM STRENGTH DIRECTION CALL.

BUNCH RT.

RB = "T" position

Y = 1 yd. outs. RT

H = 2 yds. outs. Y

Z = 2 yds. outs. H..

See enclosed passing plays



2. "MIRRORED" TYPE FORMATIONS (UP; DUECE; BACK; NINER) DO NOT HAVE A "RT." OR "LT." CALL. ALWAYS LINE UP AS SHOWN IN DIAGRAMS.

3. RB CAN ALIGN BEHIND EITHER T OR G (AS WELL AS THE QB) ACCORDING TO HIS ASSIGNMENT (IN ANY FORMATION).

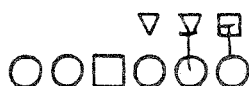
*HIS POSITIONS ARE TERMED "Q" (BEHIND THE QB); "G" (BEHIND THE G); AND "T" (BEHIND THE T).

4. TO SIMPLIFY "H's" MOTION CALLS, WE HAVE THE SIMPLE RULE (REGARDLESS OF FORMATION) THAT IF HE MOTIONS TOWARDS Y IT IS CALLED "MOTION"; IF

HE MOTIONS AWAY FROM Y IT IS CALLED "WHIZ".

TE/H BLOCKS

DRIVE *



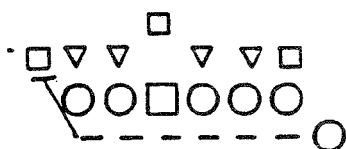
IS AN AGGRESSIVE FACE - FISTS THRU THE NUMBERS. PUT HAT DOWN THE MIDDLE. LEAD STEP WITH THE NEAR FOOT - GET THE 2ND DOWN FOR POWER. DON'T CROSS OVER!

BUTT *



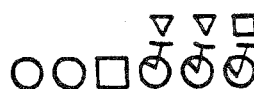
AN AGGRESSIVE HEAD * IN THE CHEST BRING FISTS UP THRU. DRIVE AND SUSTAIN.

MOTION DRIVE *



MOTION TO THE HIP OF TKL. DROP WEIGHT - PLANT THE FOOT AND STEP WITH THE NEAR FOOT AT INSIDE NUMBER. NOW DRIVE * AND SUSTAIN.

SET BUTT *



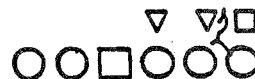
QUICK PASS SET TO INFLUENCE AND SEE MAN'S INITIAL CHARGE. BUTT *

GAP *



BLOCKS DOWN. STEP WITH 1/2 FOOT AT 45° ANGLE - GAIN GROUND - DO NOT PIVOT. GET 2ND STEP DOWN. AIM HAT AT NEAR HIP AND ADJUST TO THE MAN'S CHARGE.

REVERSE SHOULDER *



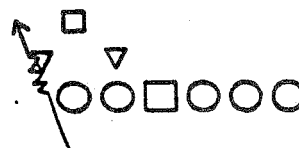
STEP AT 45° ANGLE. GET HAT AND FAR SHOULDER IN FRONT. WHIP HIPS AND LEGS INTO DEFENDER TO TIE HIM UP.

REACH *



REACH HAT TO O/S NUMBER. LEAD STEP WITH NEAR FOOT. ENGAGE - SQUARE UP AND SUSTAIN.

CUT *



A DRIVING SHOULDER - BODY * THRU THE THIGH OF DEFENDER TO CUT HIS LEGS OUT FROM UNDER HIM. COULD USE THIS * AFTER A BUTT *.

BIG REACH *

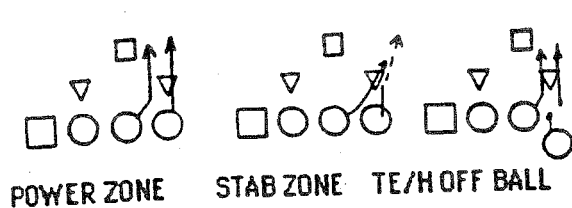


HAT THRU THE O/S NUMBER. LEAD STEP WITH NEAR FOOT TO GET O/S POSITION. TRY TO HOOK THE DEFENDER. SUSTAIN.

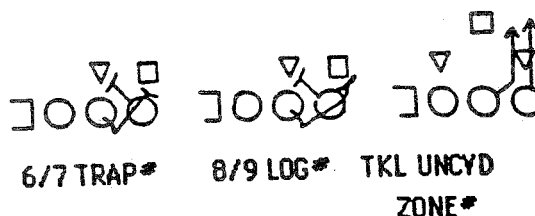
TE/H BLOCKS

READ *

TAKE *

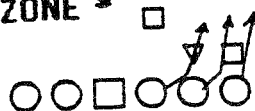


IS A POWER ZONE * BY THE TKL AND TE *ER'S COURSE DETERMINED BY PLAY. TAKE DEFENDER TO THE 2ND LEVEL AND PICK UP LBER. TE-DRIVE *- STAY SQUARE-IF DEFENDER WORKS I/S-GET LBER. *LOS 1ST. IF TE/H ARE OFF BALL-STEP WITH INSIDE FOOT 1ST TO GET ON SAME LEVEL AS TKL.



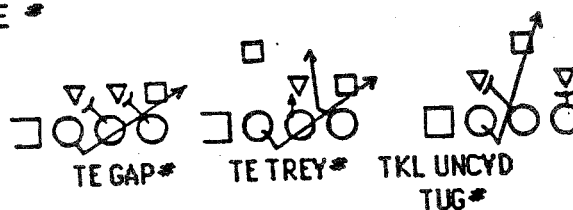
CROSS * BY THE TE/TKL ON OUTSIDE PLAYS. TE WILL DOWN* MAN OVER TKL. TKL-DROP STEP AND TRAP* OR LOG*.

GANG ZONE *



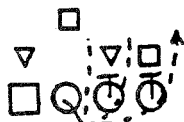
IS A CALL USED WHEN TE'S MAN IS HEAD UP TO I/S. A 3 MAN POWER ZONE USED WHEN THE TKL CANNOT GET THRU ON A READ WITH GD TO 2ND LEVEL.

GEE *



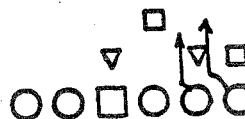
IS AN ONSIDE SCHEME BY GD-TKL-TE USED ON 6/7 HOLE PLAYS.

GAR *



TELLS TKL/TE TO MAN* THE GD IS PULLING AROUND TO GET LBER.

TREY *



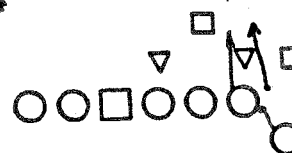
TKL/TE WILL DBL TEAM THE MAN OVER THE TKL. TKL WILL POST*. TE-STEP AT 45° ANGLE-GAIN GROUND-DO NOT PIVOT AIM HAT AT O/S HIP-EXPLODE THRU TO LBER. BLOCK LOS 1ST. EXPECT THE MAN TO SLANT TO YOU!

ADD *



POST *ER MAY COME OFF INSIDE

FOUR *

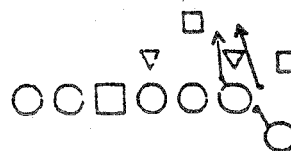


TE/H DBL TEAM THE MAN OVER TE IS THE POST *ER. STEP WITH INSIDE FOOT-STAY SQUARE-PUT HAT ON I/S NUMBER AND DRIVE*. H WILL STEP AT NEAR HIP-CLOSE CUSHION IN HURRY! DBL MAN TO LBER. *LOS 1ST.

FOUR

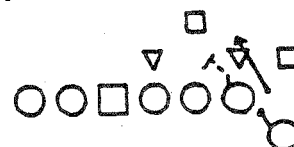
- TE
1. YOU ARE THE POST #ER
 2. JAB STEP INSIDE
 3. HAT AT INSIDE NUMBER
 4. NO PENETRATION-STOP DEFENDER'S CHARGE

FOUR



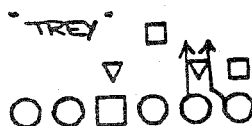
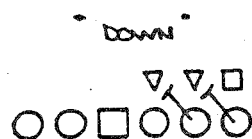
- H-BK
1. GAP STEP
 2. AIM HAT AT NEAR HIP AND EXPLODE UP THRU
 3. GET MOVEMENT ON DEFENDER TO 2ND LEVEL
 4. IF DEFENDER BURIES-WORK THRU TO LBER.

FOUR # / ADD

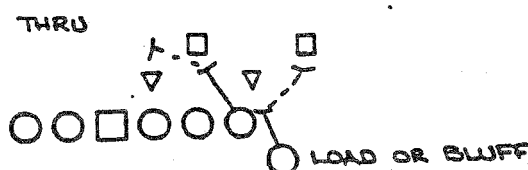
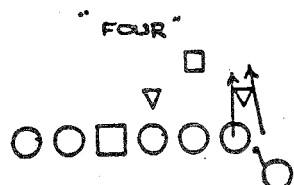


COUNTER RULES (TE)

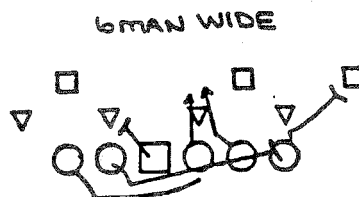
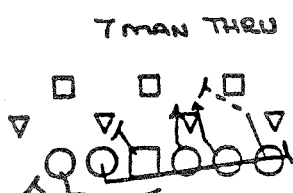
1. IF THE TACKLE IS COVERED DOWN # OR TREY #



2. IF THE TACKLE IS UNCOVERED FOUR # OR THRU

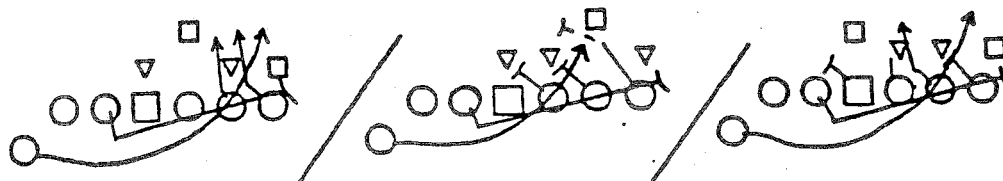


3. MUST READ THE BOX FOR THRU OR WIDE



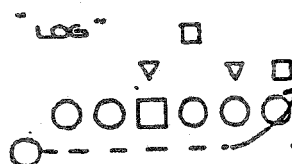
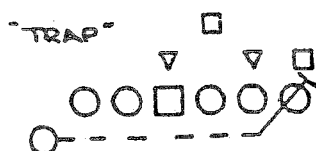
OH

DROP STEP-PULL WITH A LITTLE DEPTH TO AVOID ANY PENETRATION-TURN UP AT 1ST DAYLIGHT AND LOOK OVER THE INSIDE SHOULDER.



POWER OH

COURSE # TO KICK OUT OR LOG # E.M.O.L.O.S. #ER MUST GET TO THE BUTT OF THE TACKLE. TRAP # THE E.M.O.L.O.S.

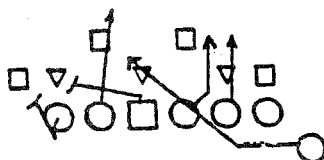
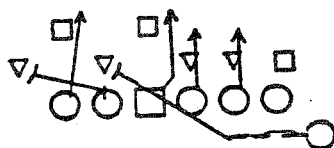
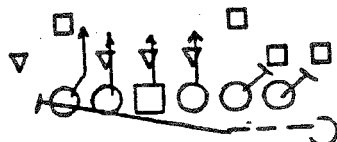
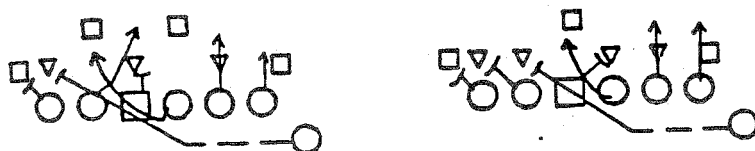
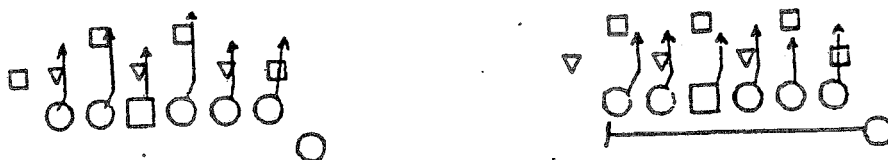


TRAP *

STAY LOW-FLAT DOWN THE LINE-GET THE FOOT DOWN AND EXPLODE ON CONTACT.
GET THERE IN HURRY! DON NOT LET THE DEFENDER CLOSE THE HOLE. KEEP THE FEET MOVING.

LEAD NOSE *ING

TRAP A DEFENSIVE LINEMAN. BANG TIMING IS A 2 STEP MOTION TO THE INSIDE HIP OF THE TACKLE PRIOR TO THE SNAP. THE POINT OF AIM THE NEAR HIP OF THE DEFENDER WITH THE HAT ON THE DOWNFIELD SIDE. THIS IS A COURSE *. TRAP AN AREA. EXPECT THE DEFENDER TO SLANT TO YOU.

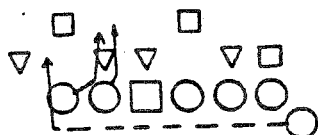
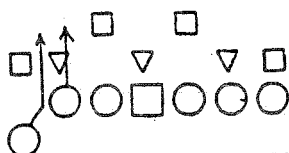
1. 'ODD'-TRAP OVER THE CENTER**2. 'EVEN'-TRAP OVER THE WEAKSIDE GUARD****3. 'CUT'-TRAP 1ST DEFENDER PAST THE CENTER
(USED YS SLANT OR OFFSET NT)****4. 'WHEEL'-TRAP E.M.O.L.O.S. WEAKSIDE****AOI * - (ACE*-OH*-INFLUENCE)****1. TRAP THE 1ST DEFENDER ON THE L.O.S. PAST THE CENTER****WHEEL * (GUT ONSIDE-Y/H TRAP E.M.O.L.O.S WEAK-TKL LEAVE 1)**

CUT-OFF*

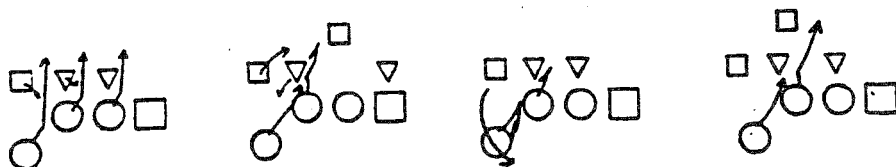
*ER WILL REACH HIS HAT TO THE INSIDE NUMBER OF THE DEFENDER OVER HIM. LEAD STEP WITH THE NEAR FOOT-SUSTAIN-DO NOT LET DEFENDER CROSS YOUR FACE.

(WHEN IN MOTION)

MOTION TO THE HIP OF THE TACKLE-DROP YOUR WEIGHT-PLANT THE FOOT AND SQUARE UP FOR CUT-OFF* OR COMBO*.

**COMBO***

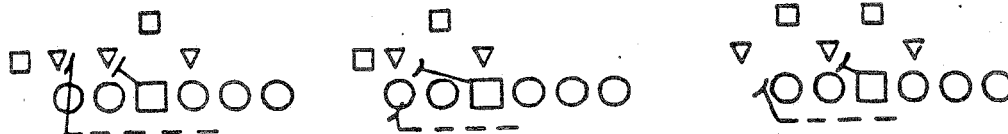
IS AN OFFSIDE POWER ZONE * BETWEEN THE TKL AND Y/H TO THE 2 MOST DANGEROUS DEFENDERS WEAKSIDE. *ERS WILL LEAD STEP WITH THE NEAR FOOT AND POWER ZONE THE DEFENDERS. ANGLE OF DEPARTURE WILL BE DETERMINED BY THE PLAY. *ERS WILL ADJUST TO THE DEFENDERS CHARGE.

**BIG SLIP***

IS AN OFFSIDE POWER ZONE BY THE GD/TKL/Y-H TO THE 3 MOST DANGEROUS DEFENDERS. USED WHEN TKL FEELS HE IS UNABLE TO GET THRU ON COMBO OR THE DEFENDER HAS HIM OUT FLANKED.

**HOLD-OFF***

*ER WILL SEAL THE OFFSIDE FOR COUNTER *ING. *ER WILL CUT-OFF * THE 2ND DEFENDER ON THE LOS PAST THE CENTER. MOTION TO THE BUTT OF THE TKL-GIVE HIM ROOM TO PULL.

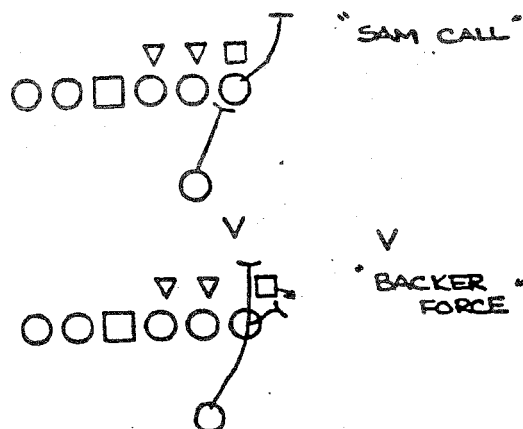
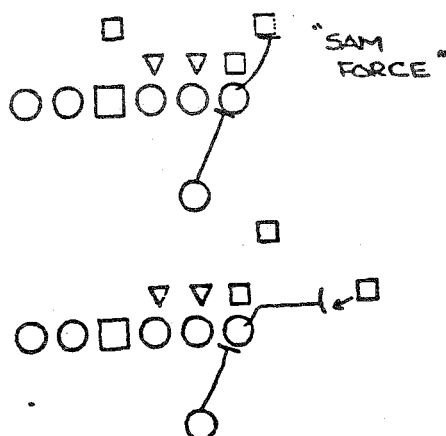
**INFLUENCE ***

*ERS WILL START LIKE A REACH * THEN * THE NEXT DEFENDER TO THE OUTSIDE. TE WILL * FORCE.



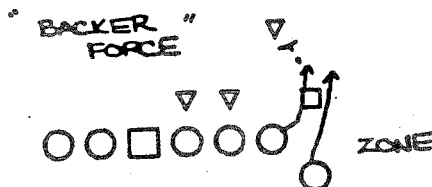
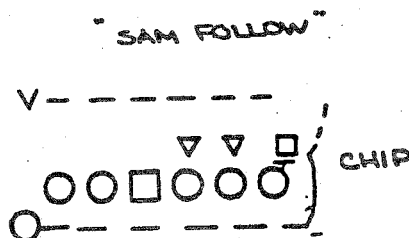
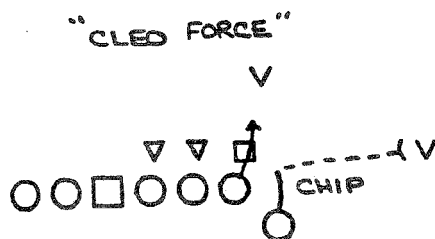
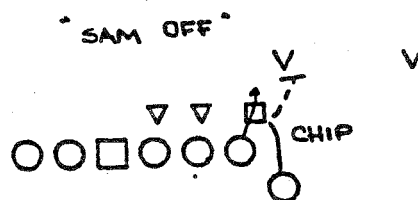
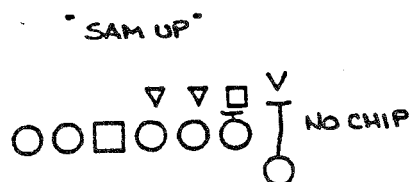
TER *

TE WILL OUTSIDE RELEASE AND BLOCK FORCE. RIP THRU THE LBER. IF THE DEFENDER
CROSSES YOUR FACE * HIM-H WILL * FORCE. KEY PSL FOR FORCE PATTERN AND ADJUST TO IT.



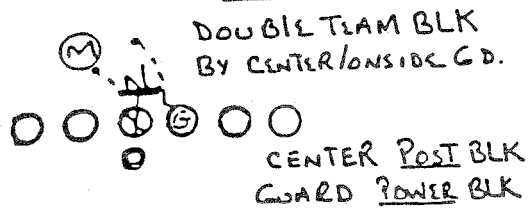
FORCE * ING

THE Y AND H-BK WILL ZONE BLOCK THE E.M.O.L.O.S. TO THE FORCE DEFENDER. Y WILL
DRIVE * OR REACH *. H-BK WILL CHIP IF POSSIBLE.

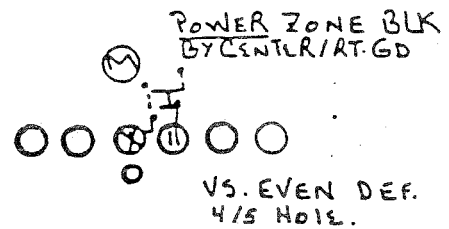


RUN BLOCKING CALLS AND COMBINATIONS.

ACE (ADD)

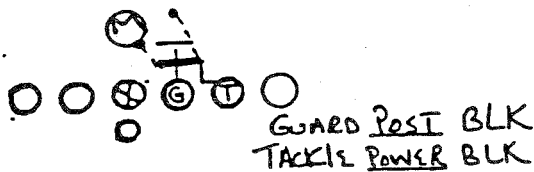


RAY



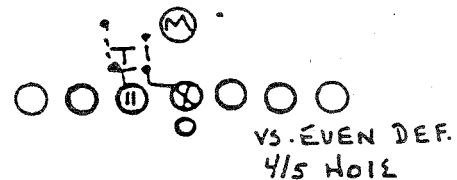
DEUCE (ADD)

DOUBLE TEAM BLK
BY GUARD/ONSIDE TACKLE



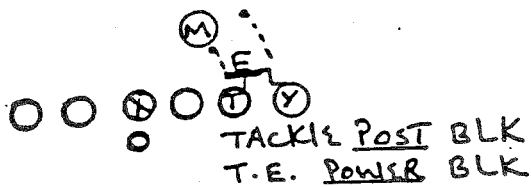
LENNY

POWER ZONE BLK
BY CENTER/LT. G.D.



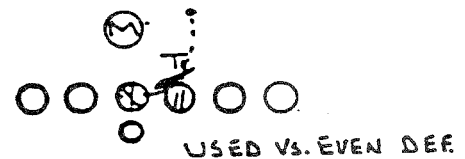
TREY (ADD)

DOUBLE TEAM BLK
BY ONSIDE TACKLE/T.E.



BIG RAY

STAB ZONE WHERE CENTER
BLKS DT AND RG BLK MAC.
USED ON 6-7/8-9 HOLE PLAYS.



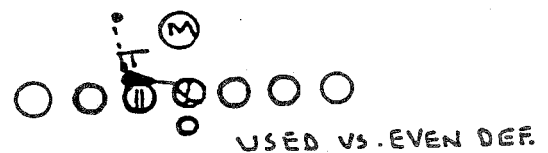
FOUR (ADD)

DOUBLE TEAM BLK
BY T.E/H. ONSIDE.



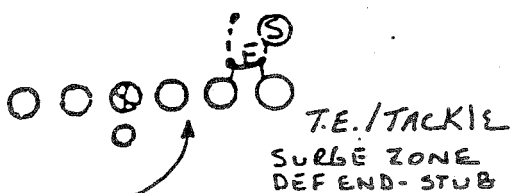
BIG LENNY

STAB ZONE WHERE CENTER
BLKS DT AND LG BLK MAC.
USED ON 6-7/8-9 HOLE PLAYS.



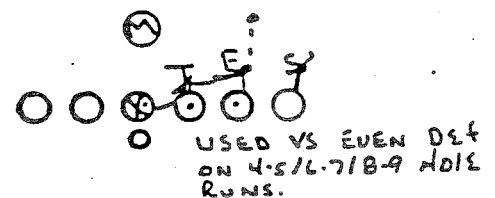
COMBO/ONSIDE

BLK. USED ON 40/50 GUT
VS. WIDE END STUB LOOSE.



TEAM

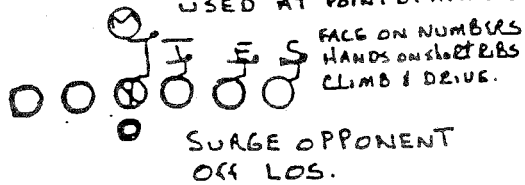
THREE MAN POWER ZONE
INVOLVING C-G-T VS. 4-3
AND FLEX DEFENSES.



RUN BLOCKING CALLS AND COMBINATIONS

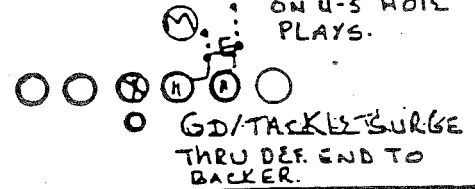
SPEAR BLOCK

SURGE MAN BLOCK
USED AT POINT OF ATTACK.



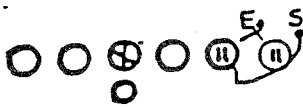
READ POWER ZONE

POWER ZONE BLK BETWEEN
ONSIDER/GD/TACKLE. USED
ON 4-5 HOLE
PLAYS.



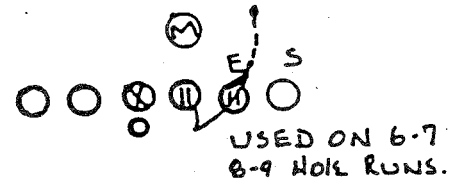
TAKE

CROSS BLK USED AT POA
BY ONSIDE TACKLE/TE.
THIS CALL MADE BY
TACKLE ON 6-7/8-9 HOLE
PLAYS.



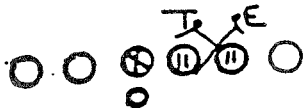
BIG READ ZONE

STAB ZONE WHERE ONSIDE
GD. BLKS DEF. END AND
ONSIDER/TACKLE BLKS INSIDE
BACKER.



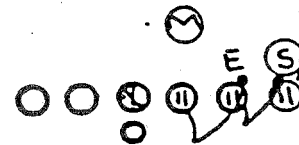
TUG

CROSS BLK USED AT POA
BY ONSIDE TACKLE/GD.
TACKLE FIRST-GD BEHIND
USED ON 4-5 HOLE
PLAYS. CROSS BLK LOS. DEFENDERS.



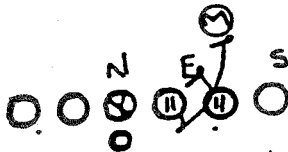
GANG

THREE MAN ZONE INVOLVING
ONSIDER GD-T-TE ON 6-7
8-9 HOLE RUNS. USED WHEN
DEF. SLANTING/PINCHING.



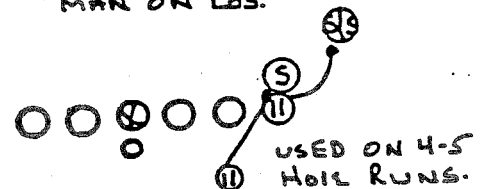
TAG

TACKLE BLK DOWN 1ST MAN
ON LOS. GO STEP AROUND FOR
2ND LEVEL LINE BACKER.
USED AT POA ON 4-5 HOLE
PLAYS.



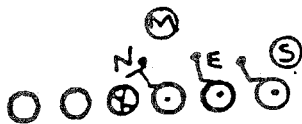
TER

TIGHT END RELEASE AND BLK
FORCE. BLKING BACK BLK
OUTSIDE BACKER OR END
MAN ON LOS.



GAP

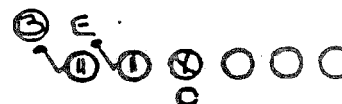
EAR BLKING WHERE BLOCKERS
BLK FIRST DEFENDER INSIDE ON
OR OFF LOS.



PRIMARY BLKING SCHEME
USED ON 6-7/8-9 HOLE
CTR. PLAYS.

FAN

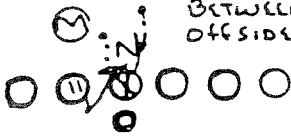
ONSIDER BLKING SCHEME
WHERE GD. BLKS 1ST MAN ON
LOS AND TACKLE BLKS 2ND
MAN ON LOS.



RUN BLOCKING CALLS AND COMBINATIONS

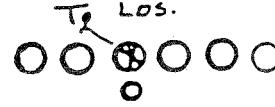
SCOOP

OFFSIDE POWER ZONE
BETWEEN CENTER AND
OFFSIDE GD.



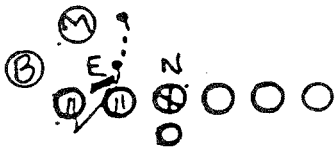
OFF

BLOCK USED BY CENTER
AWAY FROM POA. CENTER
BLKS OFF 1ST MAN ON
LOS.



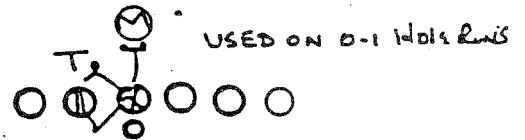
SLIP

OFFSIDE POWER ZONE
BETWEEN OFFSIDE GUARD
AND TACKLE.



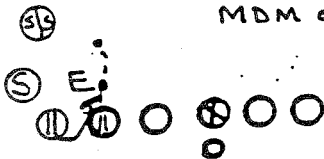
CHOKE

STEP AROUND BLOCK BY
CENTER/OFFSIDE GUARD.
CENTER BLKS D.T. - GD STEPS
AROUND FOR 2ND LEVEL MAC.



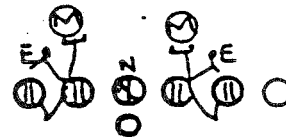
COMBO (OFFSIDE)

OFFSIDE POWER ZONE
BETWEEN OFFSIDE TACKLE
AND T.E. TACKLE BLKS
MDM ON 2ND LEVEL.



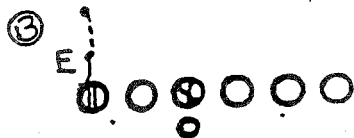
FOLD

USED BOTH ON ONSIDE
AND OFFSIDE. GUARD BLKS
OUT-TACKLE FOLDS UNDER
AND BLKS. 2ND LEVEL BACKER.



CUTOFF SIFT

OFFSIDE TACKLE TECHNIQUE USED
VS. STACK OR HIP ALIGN OF
B BACKER & WIDE END. TACKLE
SIFT THRU GAP AND BLK MDM.



CAL

CALL MADE BY CENTER TO
ALERT OFFSIDE TACKLE TO
CUT OFF 3 TECH. DEFENDER.



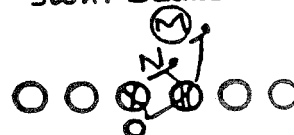
CUTOFF

OFFSIDE TECHNIQUE USED
TO PREVENT DEFENDER FROM
CROSSING FACE. FORCE DEFENDER
AROUND BLOCK.



CHUCK

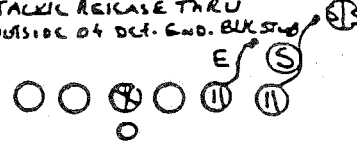
ONSIDE BLKING SCHEME BY
CENTER AND ONSIDE GUARD.
GD BLK DOWN ON N - CENTER
STEP AROUND FOR 2ND LEVEL BACKER.
SWAP BLKING ASSIGNMENTS.



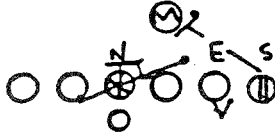
SHORT TRAP BY OFFSIDE
G.D. TRAP 1ST MAN THRU BALL.



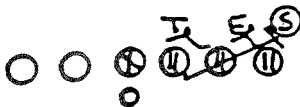
REACH INFLUENCE. TE RELEASE
THRU OUTSIDE OF END MAN ON LOS. BLK
TACKLE RELEASE THRU
OUTSIDE OF DCT. END. BLK STOP



CALL TO ALERT T.E. TO BLK
1ST INSIDE LINE BACKER ON
KICK TRAP. USED VS. DEEP INSIDE
BACKERS ON KICK TRAP 4-5 HOLE.



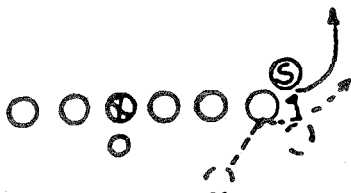
ON SIDE G.D. SHORT TRAP 1ST MAN
OUTSIDE Y ON LOS. ON SIDE TE/
TACKLE BLK DOWN.



BLOCK PERFORMED BY WING BACK
OR NEAR BACK ON END MAN ON
LOS. USED ON B-9 HOLE CTR LOAD.



BLUFF TECH. USED BY WING BACK
OR NEAR BACK ON END MAN ON
LOS.

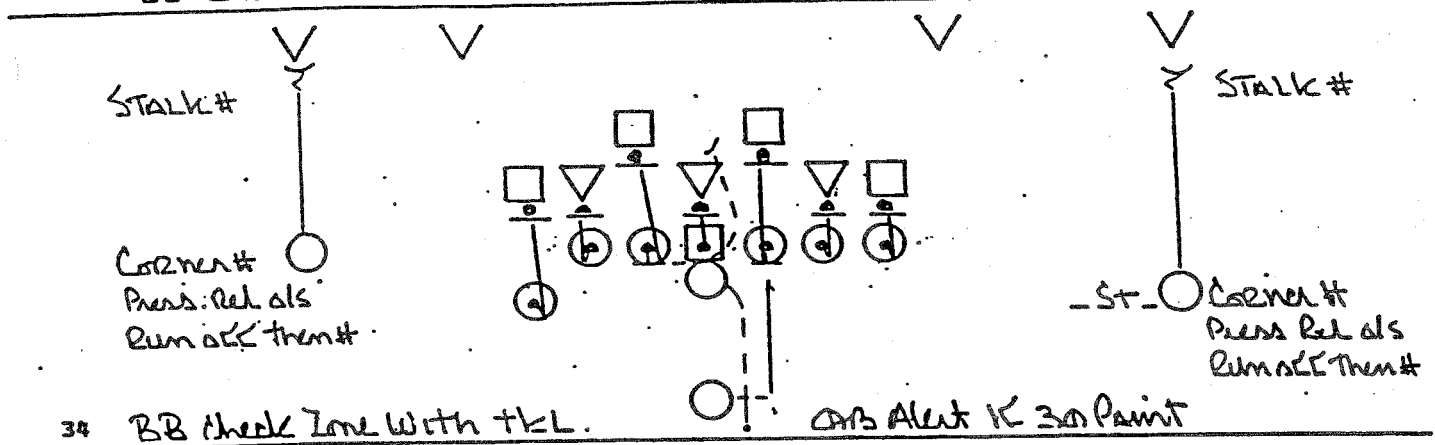
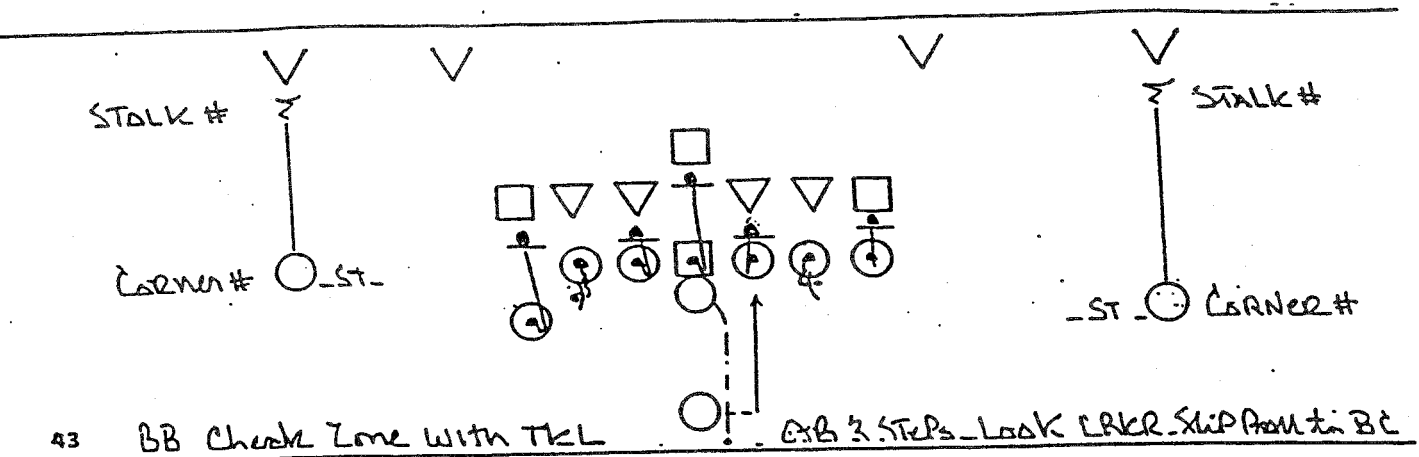


SHOW PASS SET - NO PENETRATION -- BE ALERT FOR STUNTS - SUSTAIN

2: TOES AT 6 YDS PSL FOR COVERED LINEMAN - RUN OFF COVERED CTR OR GRD. IF ON SIDE GRD AND CTR COVERED RUN OFF GRD. SLIDE TO THE GRD PAUSE FOR BALL. PRESS THE READ - RUN TO DAY LITE.

T: TOES AT 5 YDS. SAME RULES AS ABOVE.

3: 3 STEP DROP. LOOK LBKR. PAUSE AT MESH POINT.



WHAT IF:

1. COLT - BB # E.M.O.L.O.S. TKL SLIP #.
2. 44 WIDE SAM. AUDIBLE
3. 57 WIDE SAM. AUDIBLE
4. SDF. AUDIBLE

20/30 PAINT

PASS SET CONTROL * THE MAN OVER

QB

3 STEP DROP
LOOK AT THE LBER
PAUSE AT MESH POINT

CENTER

* MAN OVER
UNCOVERED * MAC
42-WORK WEAK

WR

ON-SIDE-CORNER *
OFF-SIDE-CORNER *

STRONG GUARD

* MAN OVER
UNCOVERED-KEY THE TRIANGLE

R-BK

TOES AT 6 1/2 YARDS
SLIDE TO GUARD-PAUSE FOR BALL
PSL FOR COVERED LINEMAN
RUN TO DAYLIGHT

STRONG TACKLE

* MAN OVER
UNCOVERED-KEY THE TRIANGLE

TE/Y

* MAN OVER

WEAKSIDE GUARD

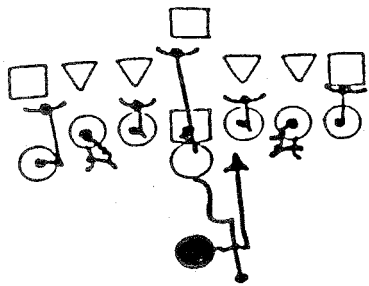
* MAN OVER
UNCOVERED-KEY THE TRIANGLE

H-BK

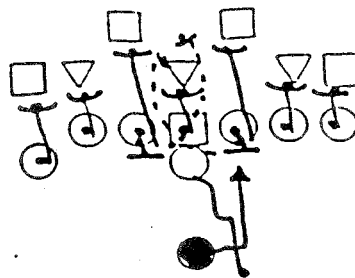
* 3RD DEFENDER YOUR SIDE

WEAKSIDE TACKLE

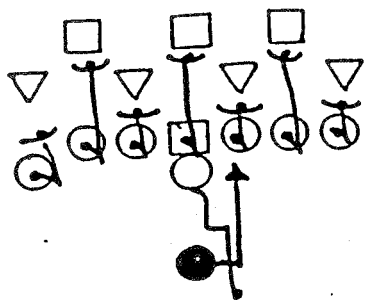
* MAN OVER
UNCOVERED-SLIP * TO BUCK



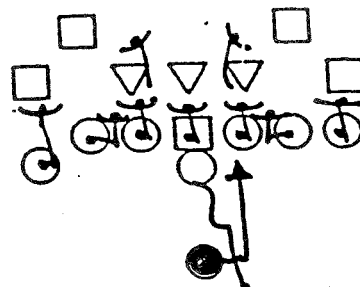
43



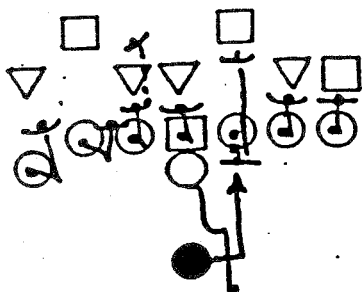
34



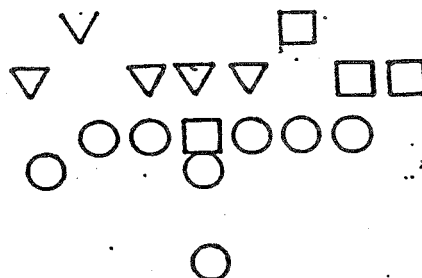
43 BC



SOLID CHARGER

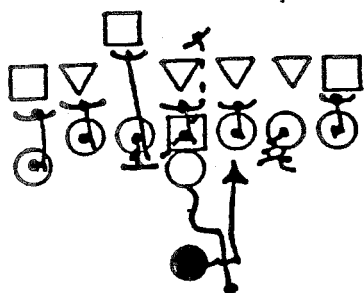


54

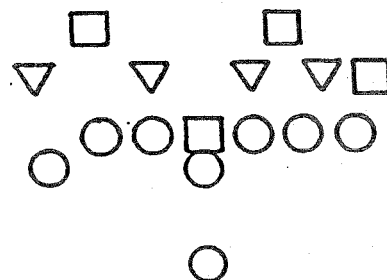


NOTE:
AUDIBLE

SOLID DUBS FIST

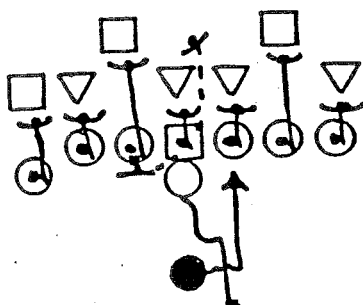


56

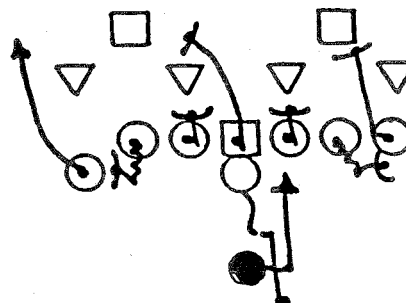


NOTE:
AUDIBLE

44



57

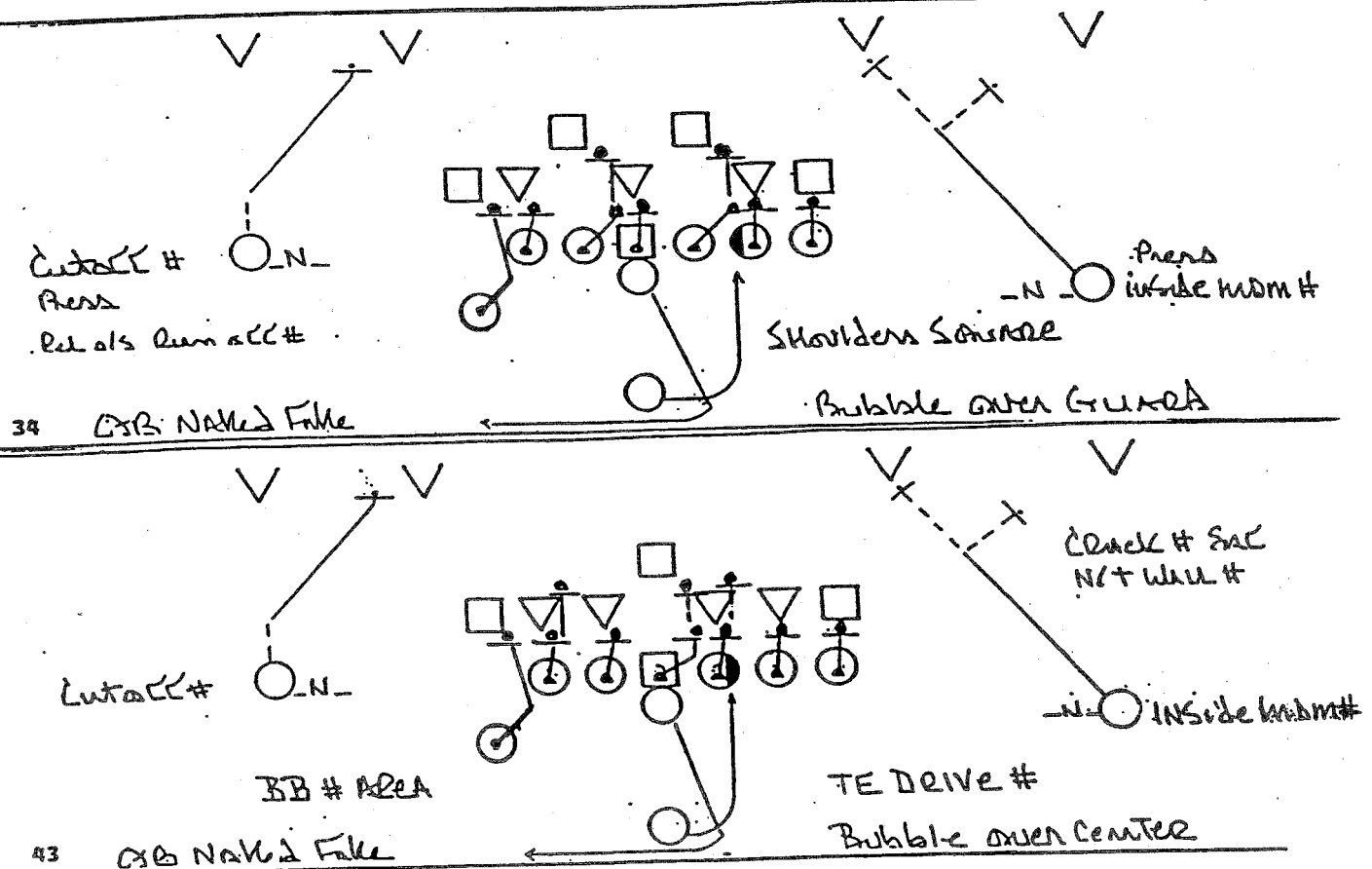


42

40(50) GUT
POWER ZONE # ON SIDE -- TIGHT CUT OFF # OFFSIDE

TOES AT 6 1/2 YDS. PSL TO LOCATE BUBBLE. LANDMARK DETERMINED BY BUBBLE.
FOOTWORK: OPEN STEP CROSS OVER ROLL BUBBLE OVER GRD PRESS INSIDE HIP OF THE TKL - FEEL NOSE. POSSIBLE SPILL VS DE PINCH. BUBBLE OVER CTR OR TKL PRESS OUTSIDE HIP OF GRD. BC MUST PRESS THE HOLE.

OPEN GET BALL DEEP TO BC. MUST PSL TO LOCATE BUBBLE WITH BC.



WHAT IF:

SDF. HB SHIFT TO TRIPS FOR DUBS #ING. POSSIBLE AUDIBLE.
44 HB SHIFT TO TRIPS FOR 44 #ING - CTR STEP ON SIDE WORK BACK.
POSSIBLE WHAM CALL STRONG TO # MAC. POSSIBLE AUDIBLE.

40/50 GUT

STRONGSIDE POWER ZONE-WEAKSIDE TIGHT CUTOFF

QB

OPEN-GET BALL DEEP TO R-BK.
PSL TO LOCATE THE BUBBLE

CENTER

COVERED-DRIVE * MAN OVER, POSSIBLE
SCOOP * IF WEAK GUARD IS UNCOVERED
UNCOVERED-RAY/LENNY *

WR

ON-SIDE-INSIDE MDM *
OFFSIDE-CUTOFF *

STRONG GUARD

COVERED-DRIVE * MAN OVER, POSSIBLE
RAY/LENNY IF CENTER IS UNCOVERED
UNCOVERED-READ * WITH TACKLE
ALERT GANG * OR BLAST *

R-BK

OPEN STEP-CROSSOVER-ROLL
TOES AT 6 1/2 YARDS
PSL-LANDMARK DETERMINED BY
BUBBLE
BUBBLE OVER GUARD-PRESS INSIDE
HIP OF TACKLE
GUARD COVERED-PRESS OUTSIDE
HIP OF GUARD

STRONGSIDE TACKLE

COVERED-DRIVE * MAN OVER, POSSIBLE
READ * IF GUARD IS UNCOVERED
ALERT GANG * OR BLAST *
UNCOVERED-READ * WITH TE/Y
SDF-*MAC
44-TREY * WITH TE/Y TO MAC

TE/Y

COVERED-DRIVE * MAN OVER, IF TKL
IS UNCOVERED READ *.
ALERT FOR GANG * OR BLAST * IF
A BUBBLE OVER THE GUARD.
SDF-*INSIDE DUBS
44-TREY * WITH TKL TO MAC

WEAKSIDE GUARD

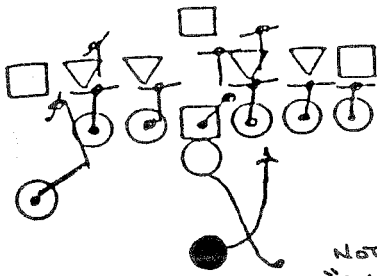
COVERED-CUTOFF *, POSSIBLE SLIP * IF
TKL IS UNCOVERED.
UNCOVERED-SCOOP * WITH CENTER
44-CENTER IS WORKING WEAK

H-BK

WEAKSIDE-CUTOFF * 3RD DEFENDER
STRONGSIDE-* SUPPORT
SDF-* OUTSIDE DUBS
44-* MAN OVER TE/Y (STUB)

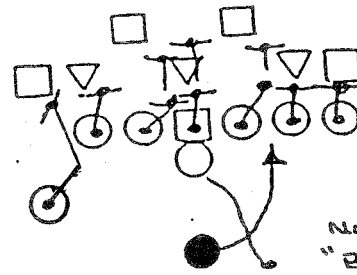
WEAKSIDE TACKLE

COVERED-CUTOFF * OR COMBO *
UNCOVERED-SLIP * TO 2ND DEFENDER



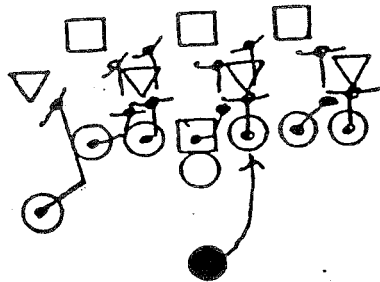
NOTE:
"CHOKE" BLOCK
BY GAME PLAN

43

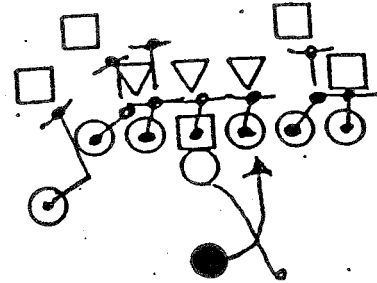


NOTE:
"BLAST" CALL BY TE
BLAST #43 BY TE, CT, OR
34

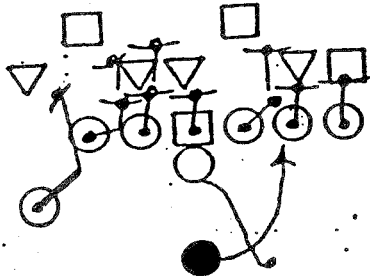
Block-
FF Block
FF-GUARD



43 BC

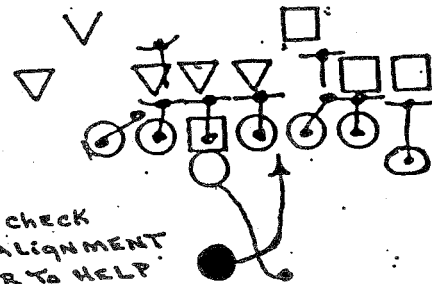


SOLID CHARGER



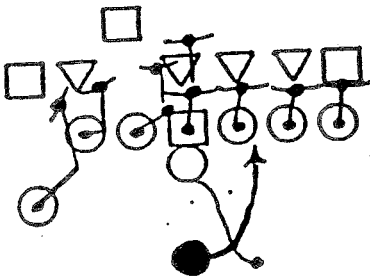
TE
FF-GUARD/TACKLE
SET SURGE.

54

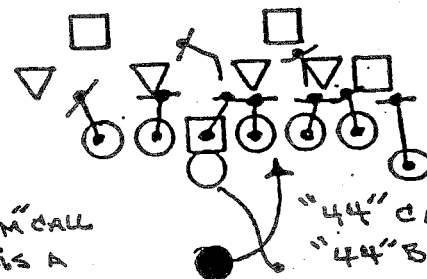


NOTE:
ON TACKLE CHECK
MAC LBRS ALIGNMENT
ON WHETHER TO HELP
TE OR ON GUARD.

SOLID DUBS FIST



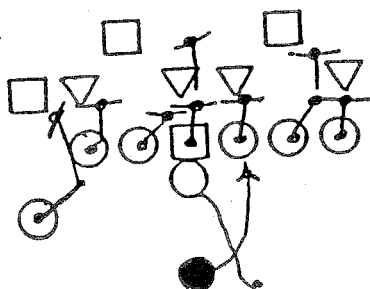
56



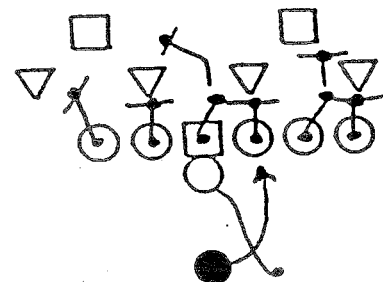
ALERT-
STRONG "WHAM" CALL
BY CENTER IS A
Possibility.

"44" CALL
"44" BLOCKING

44



57



42

Bugel (1987 Kearsney)

(EXPLAINS RUN
BLOCKING)

COACHING POINTS - BASIC RUNS

I. 20-30 Reach (Zone Trap)

- A. On T: Vs. 34, influence step for E's outs. #; if he steps w/you lock on to him; if he goes inside work up on LB. Vs. 43, lock on to E.
- B. On G: Vs. 34, lateral step thru hip of Nose; if hip disappears go on BSLB. Vs. 43, influence step & execute same as On T vs. 34.
- C. C: Vs. 34, set step away from call & post opposite # looking for LB run thru. Vs. 43, block offside T.
- D. Off G: Trap thru the ball. Vs. 34 eyeball E's inside knee; if he closes trap; if he widens work up on LB. Vs. 43 use same technique eyeballing T.

II. 40-50 Gut (line must get movement; H Back block Sec. Force)

- A. QB: (Now opens at 5 o'clock) (7 = 10 ft)
~~Reverse~~ pivot & hand the ball off deep (5 o'clock).
Drop back & fake 40-50 Charley.
- B. RB: $5\frac{1}{2}$ yds. deep (heels). 1st. step w/onside foot, roll, crossover, aim nose for T's butt (inside hip). Key T's block & cut (make cut on their side of L.O.S.)
C.P. 1. if E pinches down, bounce one hole wider;
2. if E & OLB pinch, bounce it outside; 3. if 4 or 5 tech. stretches, cut it inside him (has cut back as far as behind Nose). *Must hit L.O.S. w/shoulders square so can cut.
- C. Y: Drive block outs. # of OLB - mirror feet w/OLB.
- D. On T: Vs. 34, execute "read" scheme w/On G. Take lead step w/outs. ft. eyeballing outs. # of E - 2nd. step w/ins. ft. thru crotch of E. You must think man block on E & only go to LB when wiped off by On G. 3 situations usually occur: 1. E plays 5 tech. & stretches - you stay on E & G works up on LB; 2. E anchors in 4 tech. use DT tech. driving E into LB & stay on E until wiped off by G then work straight up on LB; 3. E in 4 tech. & slants force E to flatten slant & stay on till wiped off by G then go straight up on LB. Vs. 43, drive block outs. # of E.
- E. On G: Vs. 34, execute "read" scheme w/On T. Drop or bucket step and catch up w/On T as you eyeball near knee of E. As you work up thru B gap, if inside knee comes towards you block his ins. # & fit him up sliding in direction he is going; if knee doesn't come towards you work up on LB. 3 situations same as under On T. Vs. 43, "read" block w/C (you execute same as On T vs. 34, & C same as On G vs. 34).

Note: if stay-
ing on E, eye-
ball LB in case
he comes ins.

F. C: Vs. 34, execute "scoop" scheme w/Off G (similar to On T vs. 34 except slightly wider). Vs. 43, execute "read" scheme w/On G (similar to On G vs. 34) by stepping to near knee of T - n/t go up on MLB.

G. Off G: Vs. 34, execute "scoop" scheme w/C (similar to On G vs. 34 except slightly wider). Vs. 43, cut off T. Note: if LB up in 34, or DT in 3 tech. - "man" call for Off G & C.

H. "Man-^call" for On G, On T & Y if E & OLB are both pinching inside. FB bounces outside (or call 60-70 Outside).

III. 60-70 Outside (H Back block Sec. Force)

A. QB: Same as 40-50 Gut. (NOW OPENS AT 4 O'CLOCK)
IF LEFT

B. RB: pivot on onside ft., crossover, & take 1st. step w/off-side ft. Be 3-3½ yds. deep when you get ball. Flatten out & read block of TE (& feel block of On T). 1. TE hooks go around; 2. OLB skates plant & cut ins.; 3. won't go inside your T unless 4 or 5 tech. stretches.

C. Line: "read" call (only difference from 40-50 Gut is that it is a wider reach - G will stay on 4 tech & T definitely come off on LB vs. 34. On G aims for ins. #, & On T reaches outs. # towards gap (almost to hip of TE) & comes off hard 4 tech. Otherwise same as 40-50 Gut.

D. "Gang" call: On G, On T & Y are in a 3 man "read" scheme. (if E & OLB On G piggybacks On T; On T piggybacks Y; Y pinch ins.) won't release on LB unless wiped off by On T.

IV. 60-70 Counter (H Back may or may not block Sec. Force)

A. QB: open Reverse pivot exactly like 40-50 Gut - hand back to RB. Very important to fake boot pass opposite P.O.A. after handoff.

B. RB: Make look like 40-50 Gut opposite P.O.A. by taking a flat lateral step w/head & shoulder fake then driving parallel to L.O.S. to onside. Key block of Off T cut in or out according to his block

C. Y: Vs. 34 & 43, block E (can't allow penetration). May get help from On T but don't count on it. Gap step eyeballing E's near hip aiming your near shoulder for his near ½ - don't come off E unless he disappears across T's face.

D. On T: Vs. 34, gap step thru E's inside # (armpit, breastplate, etc.) w/outs. shoulder (just get a bite to help Y). Responsible for LB run thru - no run thru then BSLB. Vs. 43 T & G will DT def. T (resp. for 2 tech. & MLB: On G watches MLB run thru as T does vs. 34).

FAR

- E. On G: Vs. 34, same tech. as Y. Vs. 43, same tech. as On T vs. 34
- F. C: Vs. 34. ^{Block DE} ~~same tech. as On T.~~ Vs. 43, block offside T.
- G. Off G: Pull - think trap on end man on L.O.S. If he closes log him in.
- H. Off T: Pull a little deeper than Off G so can go inside or outside of his block. (turn in on F.S.L.B)
- I. 60-70 Counter Bluff - H back step to influence OLB then turn out on S/S.
- J. 80-90 Counter - H back block down on OLB. Off G pulls on S/S & Off T leads RB around the corner.
-

V. 80-90 Truck (AB Joss)

- A. H Back, Y, On T block "truck" call vs. 34.
- B. On G: check LB run thru - n/t pull around vs. 34.
- C. Off G & C: execute "scoop" call same as 40-50 Gut vs. 34.
-

RB's on counter
now hit it more
downhill, & can
hit A, B, C, or D
gap in that order.
Still best to be
following backside
Tackle (or H/Y) if
he "switches" w/OT.

(Zoning)

I. ON-SIDE LINEMEN (COVERED) Note: Splits are G/2 ft.; T/2 ft.; TE/3 ft. (Rule = base)

A) "DROP-STEP" TECHNIQUE - used vs. a man head up or outside shoulder who is reading (or using the basic slant technique). Line up in the "semi" position (half way between on and off - helmet on the Center's shoulder pad). Take a short natural drop step with the on-side foot (the wider the defender, the deeper the drop step). Sight your aiming point which is 3-4" outside the defender's middle. Cross over to about mid-point of your center of gravity (don't cross over too far, because the defender might be able to come back inside of you). Cover all of the man with your shoulders turned slightly on the "power angle". The contact is made by using a slight windup, and a punch-grab-lift with the double fist (no open hands) and face - get under the defender's pads. Maintain the wide base and drive, dig, root, and sustain. If your man moves too far outside, "twist (w/ins. hand) him out" (but don't twist him out too soon - purchase more surface by staying on the block a little longer). When the defender takes the pressure off you to make the tackle, "finish him" by just pushing him (if you are stalemated, just keep your feet moving until he tries to disengage, and then "finish him").

B) "TUFF" TECHNIQUE - used vs. a defender who is head on or on your inside shoulder, and who tries to blast over you or thru your inside shoulder (splitting the "gray area" between you and your inside teammate that you are zone blocking with). Take a quick drop step with your outside foot (just up and down), then take a 3" step with the inside foot and fire into the middle of the man. Keep driving, and don't come off on the LB until you are at LB depth.

II. ON-SIDE LINEMEN (UNCOVERED - ZONE BLOCKING WITH OUTSIDE TEAMMATE)

A) "BUCKET STEP" TECHNIQUE - used to block a LB ("bucket" step means the same as "drop" step, except it denotes that you are blocking a LB). Line up off the ball as far as legal (your hand on the Center's toes). Take a bucket step with your outside foot (the deeper the LB, the deeper the bucket step). You turn your shoulders more because of a deeper drop. Cross over to about your center of gravity and take an angle that will intersect the LB's path to his area of responsibility (you must stay on this track and keep going). This should put you behind your outside teammate ("piggyback" him) to cut down penetration in the "gray area". Keep your eyes on the LB but put one hand out (so that you won't get over your center of gravity) to feel for the down lineman to the outside, and give him a push to help your teammate to the outside. Don't block the LB until you get to the depth of the LB (you don't block the LB square because that would give him a two way go - you turn and block him with a shoulder lift). If you read fast flow, go immediately from one hand to two hands, and knock the hell out of the down lineman (who is probably working into the "gray area"). Maintain the wide base and blow the defender to the outside (into the same area the LB scrapes - put two men in one gap). Note: when going to two hands, be sure that the LB isn't plugging back inside, because you would be beyond your center of gravity and would have a hard time blocking him.

(continued on p.2)

When using the "Bucket Step" technique, gauge the depth of the LBer. If he is 2-3 yards deep, he probably has an inside fill and won't fast flow to the outside. When he is 4-5 yards deep, he is probably fast flowing, and the zone blocking principles (working with your outside teammate) come into play. Two primary situations vs. fast flow LBers are as follows: 1. If the down lineman is plugging tough thru the inside shoulder of your outside teammate, you will both stay on the double team until your outside teammate gets to LB depth, then he will come off on the LB. 2. If the down lineman is slanting all the way down to the inside, you zone it and end up switching with your outside teammate (he will give the slanting defender a shot with his hands to the inside, and come off on the LB - he won't stay on the double team vs. a "slant" as long as he would vs. a defender in a "tuff" technique).

III. OFFSIDE LINEMEN (COVERED AND WORKING ALONE)

- A) "RIP" TECHNIQUE - used to cut off backside defenders away from the point of attack. Take a quick drop step and really exaggerate the shoulder turn (giving the defender only the point of your shoulder to hit). Sight your aiming point which is a half a man to the outside of the defender (this is a wider head position than is being used by the onside linemen). The crossover is emphasized more on the "Rip" technique, because you must get over quicker and cut the man off. "Rip" the backside arm thru in an uppercut to the outside arm pit of the defender. If the defender goes behind you, "ass block" him (back up on him). Try to make him go behind you, and if he jumps way around behind you, just let him go. If you are not able to cut him off and force him behind you, keep driving him play-side and the ball will cutback behind you.

IV. OFFSIDE LINEMEN (COVERED OR UNCOVERED AND ZONE BLOCKING) -

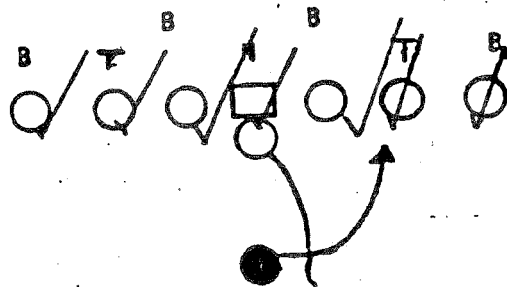
- A) Same techniques as Onside Linemen (Covered = "Drop Step" technique; Uncovered = "Bucket Step" technique.) *off ball*

- V. QB - open up at 5 o'clock (on 4 Gut) or at 7 o'clock (on 5 Gut). Come back at an angle so that you won't blind the RB (don't go too flat - take the deep course). The handoff is usually made at approximately 4 yards deep.

* we will line RB up w/heels at 5 1/2
 IF he is a Riggins type (power) or 6 1/2
 IF A BARRY SANDERS type (quick)

VI. RB - Line up at 6 1/2 yards deep (if the defense is doing a lot of fast flowing or if the Nose is offset to the playside, deepen to 7 yards so that you can cutback easier). Take a normal drop step with your onside foot - cross over gaining ground forward - and begin to stretch (looks like a roll). You begin to square your shoulders by the third step, but they shouldn't be totally square at that point (because this would hamper a cut to the outside). The key coaching point is to stretch the defense! Your aiming point is the inside leg of the ON T, or the B gap. Read the down defender on your ON T - If there is a bubble over the ON T, read the down defender on the ON G (never read a LJ). Run away from the down defender (if he goes out - you cut in, and vice versa). If the down defender you are reading stalemates the blocker, cut it one hole outside. Ideally, hit the B gap and cram it straight ahead (as you hit the B gap, break the arm tackle by the Nose and get 4 yards or more). If the Nose is driven into the B gap, cut behind him (make a natural cut, not a sharp cut). If everyone over pursues, cut it all the way back. Don't make your cut until you get to the original heel depth of the offensive Tack. (this is the hardest thing to teach - the biggest error is that the RB doesn't stretch the defense enough, which disrupts the offensive line in it's effort to stretch the defense). Coaches: don't talk too much about the cutback, because they will have a tendency to cutback too soon!

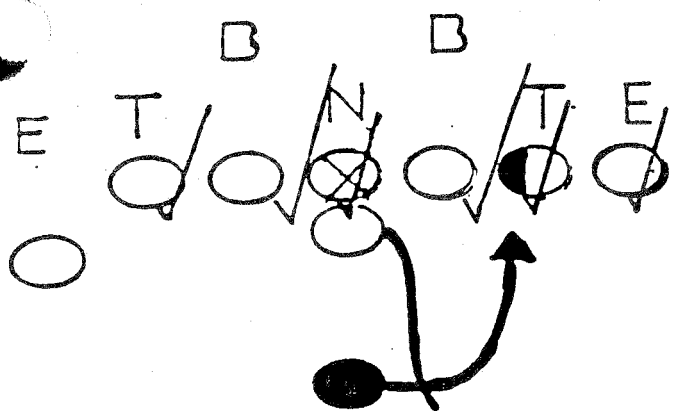
PUTTING IT ALL TOGETHER



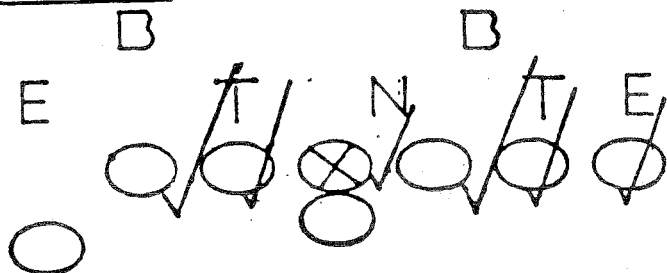
Note: The TE uses essentially the same technique as the covered interior linemen.

NOTE: The theory of this play is that we prefer to run it vs. defenses that are playing soft and reading - defenses that pursue well. We want to "widen the defense that wants to be widened", thus creating holes inside. *If the defense is playing tough and charging over our linemen, we would then call "6 Outside" or "7 Outside".

4-5 GUT BLOCKING (BASE / BLOCKING; MEN AT BUBBLE OR STACK = POWER ZONE BLOCK) VARIATION = BANG BLOCKS.

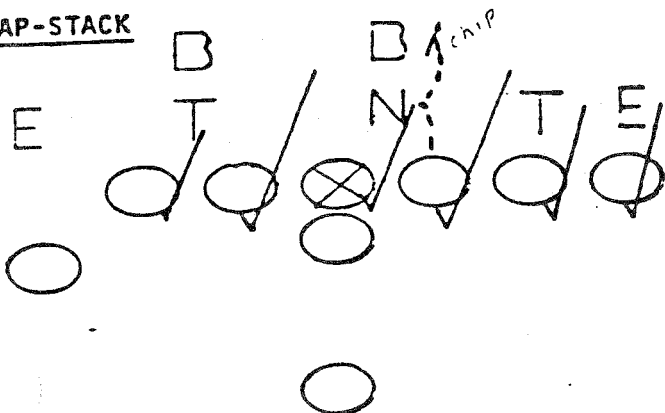


50 SHADE/EAGLE

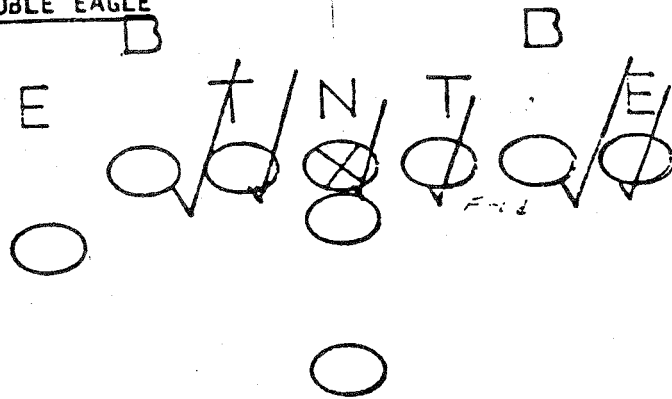


NOTE: OFFSET NOSE IS COUNTED AS "ON" THE C. IF N IS ON ANY PART OF ON G, HE & C WOULD ZONE (ON T WOULD BE ALONE).

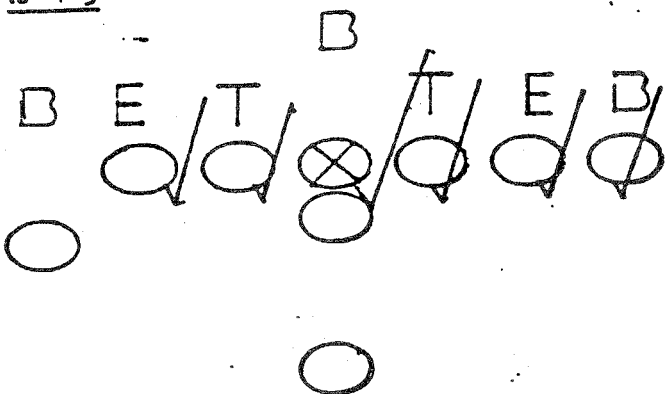
GAP-STACK



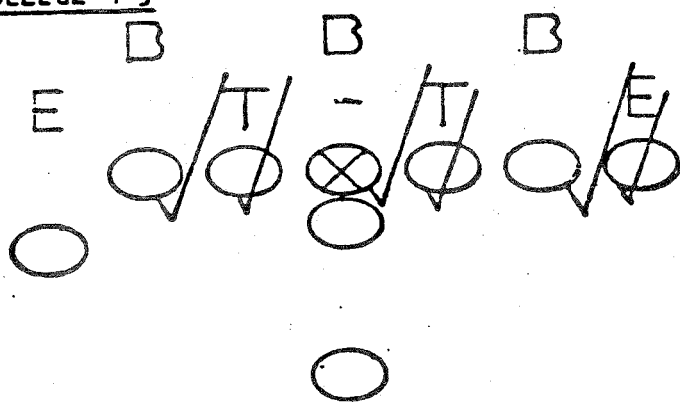
DOUBLE EAGLE



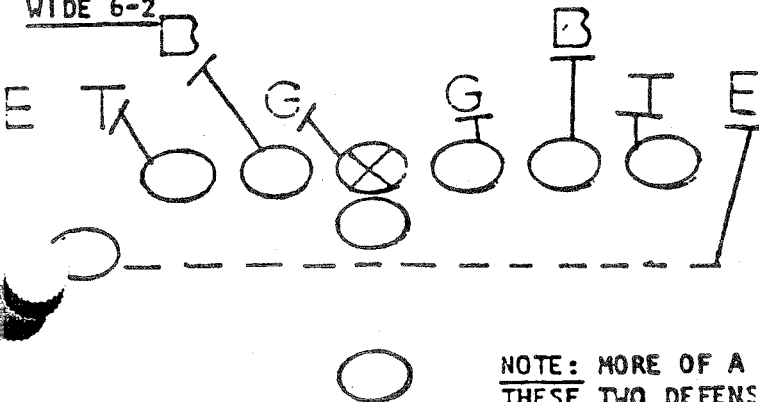
.0 4-3



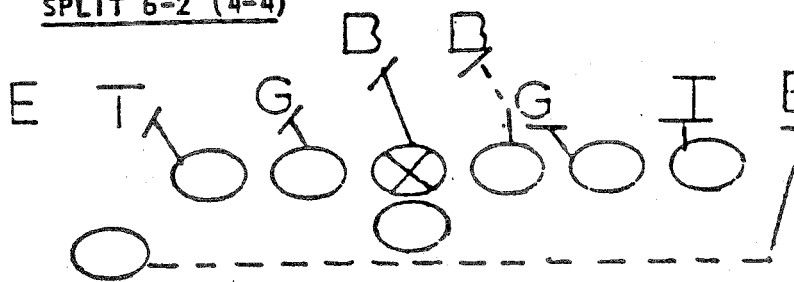
COLLEGE 4-3



WIDE 6-2



SPLIT 6-2 (4-4)



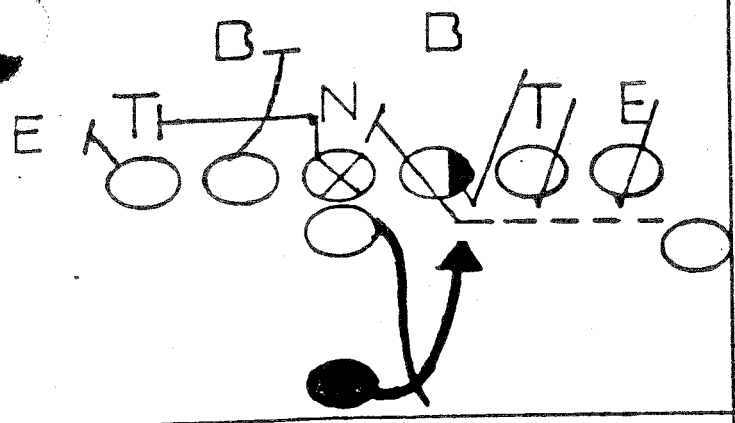
NOTE: MORE OF A "TUFF" TECHNIQUE VS. THESE TWO DEFENSES ON POWER ZONE BLOCKS.

... teaching zone blocking is to teach

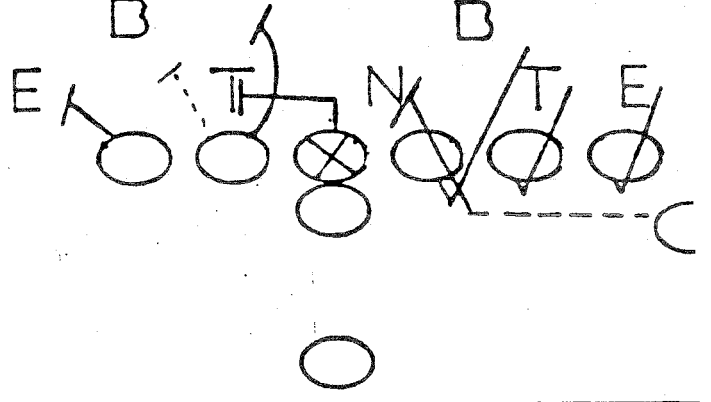
IMPORTANT VARIATION OF "INSIDE ZONE"

4-5 "BANG" BLOCKING (MORE OF A 2-3 HOLE PLAY)

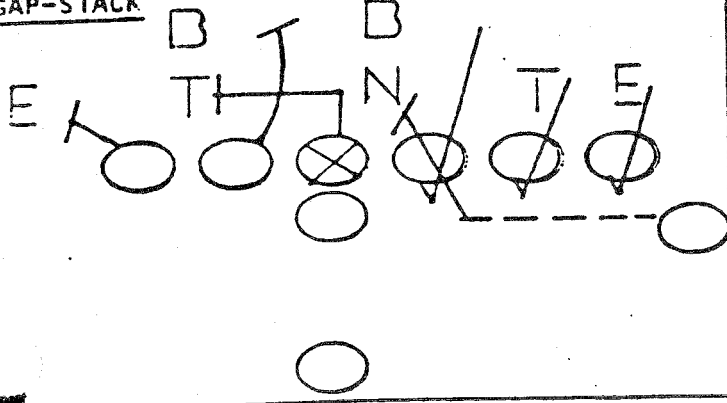
THIS IS GAME PLANNED, NOT RULED.



50 SHADE/EAGLE

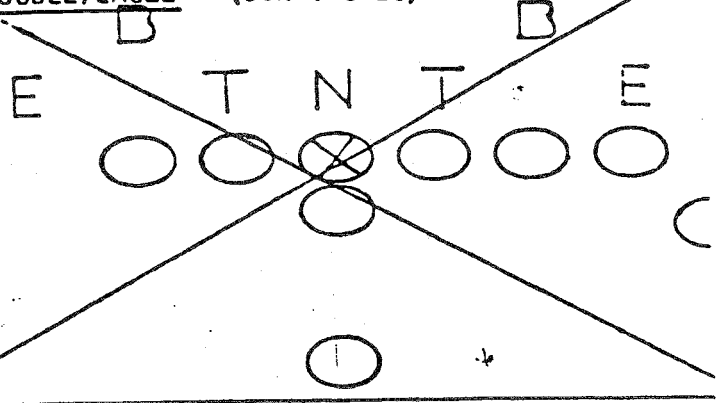


GAP-STACK

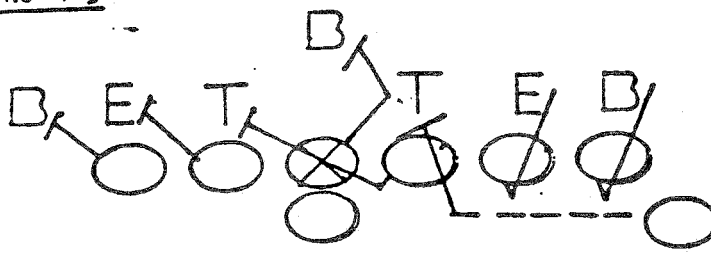


DOUBLE/EAGLE

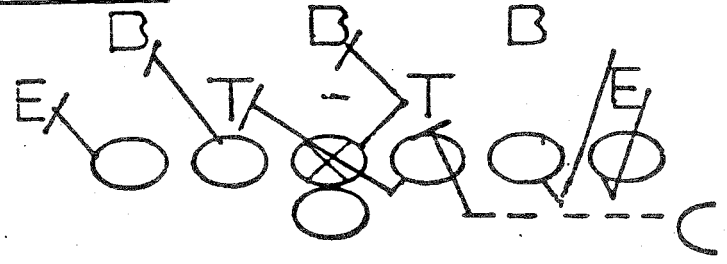
(DON'T USE!)



RO 4-3

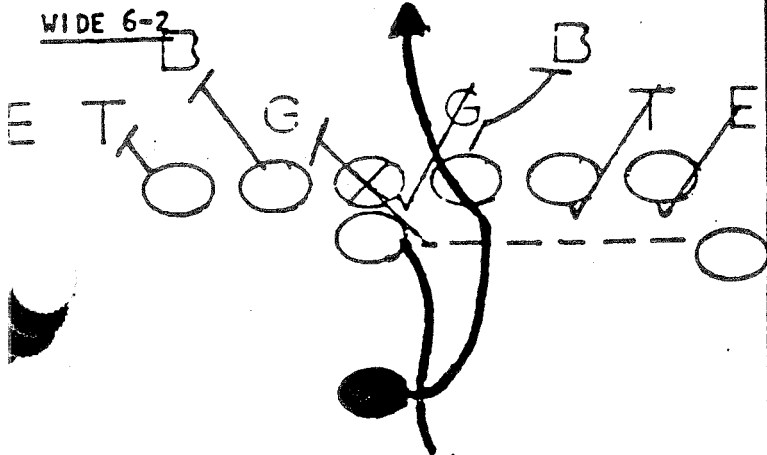


COLLEGE 4-3

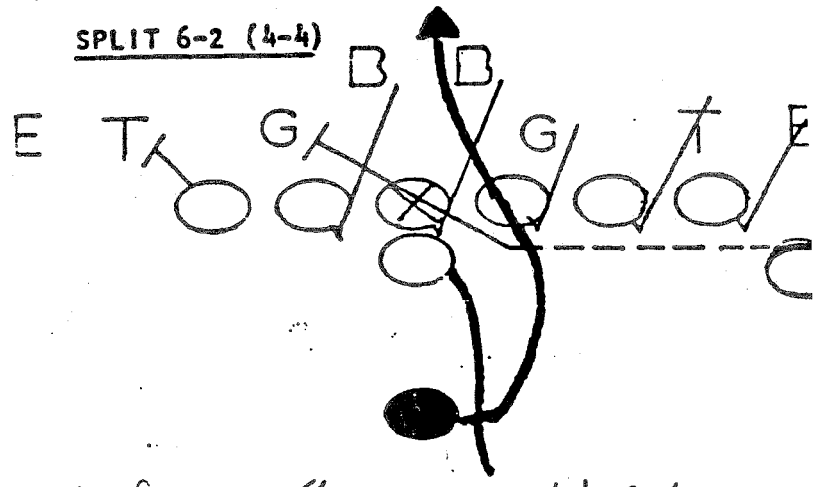


* NOTE: ANOTHER VARIATION VS. THESE TWO DEFENSES WOULD BE FOR C & ON G TO ZONE BLOCK, & H TRAPPING OFF DT.

WIDE 6-2



SPLIT 6-2 (4-4)

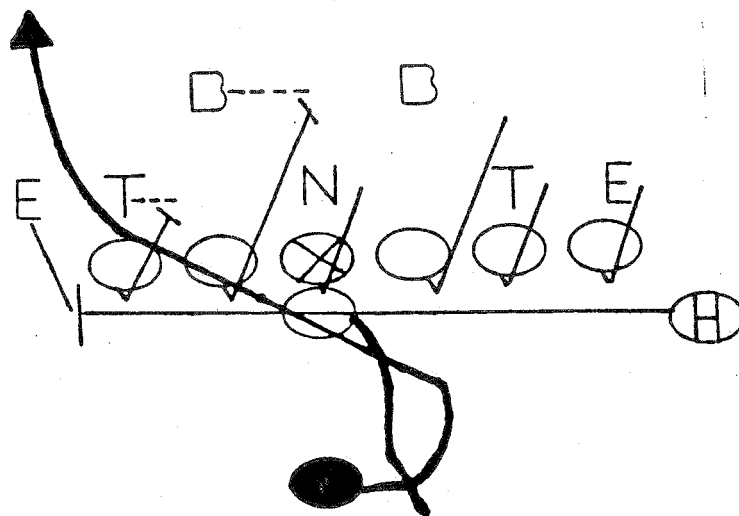


THIS IS A "SEPARATE THE DEFENSE" PLAY THAT

4-5 GUT CUTBACK

(big play for
skins towards
end of Gibbs era)

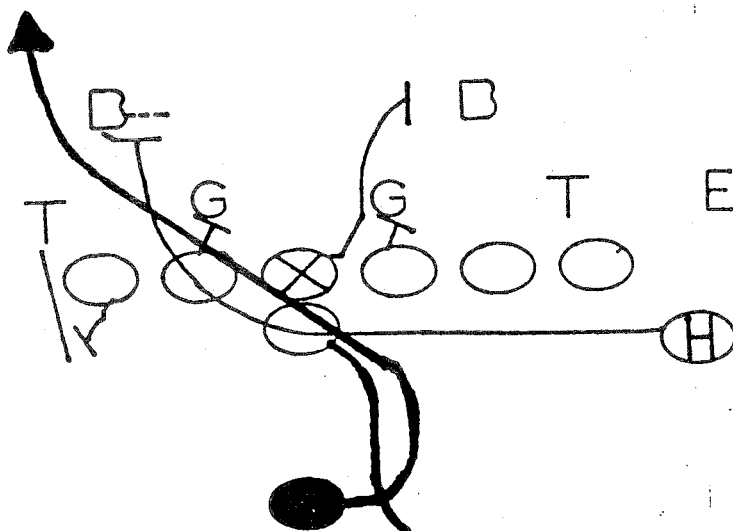
VS. 5-2



NOTE: EVERYONE BLOCKS THE SAME AS THE BASE 4-5 GUT EXCEPT:

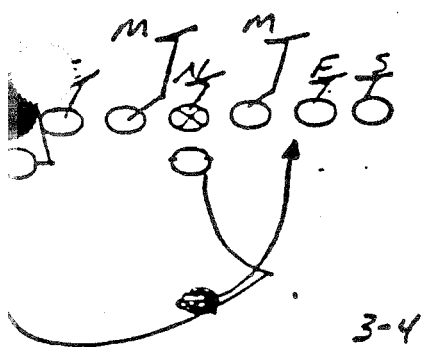
- A) OFFSIDE TACKLE: THROTTLE DOWN, LET YOUR MAN CROSS YOUR FACE, & PUSH HIM INSIDE. BLOCK OUTSIDE-IN RATHER THAN INSIDE-OUT.
- B) OFFSIDE GUARD: AIM FOR HIS BACKSIDE NUMBER (INSTEAD OF HIS FRONT-SIDE NUMBER). BLOCK OUTSIDE-IN RATHER THAN INSIDE-OUT.

VS. 6-2

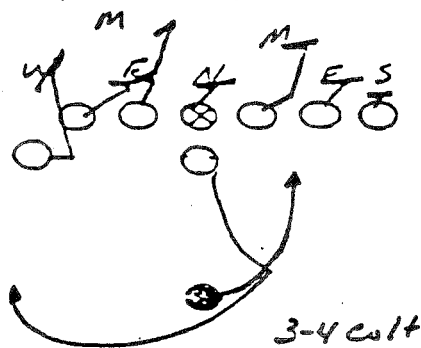


OFFSIDE TACKLE: SHOW PASS PROTECT - RIDE HIM OUTSIDE & DEEP.

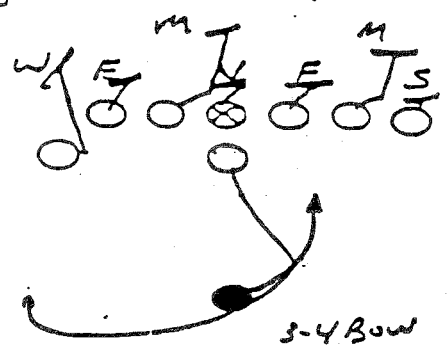
1 READ, SCOOP



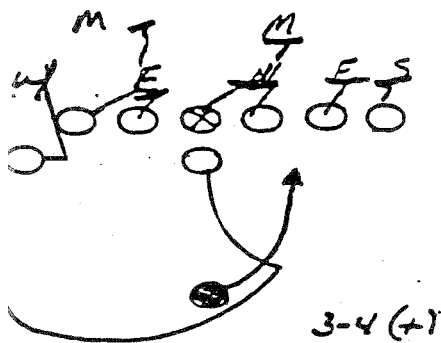
2 READ, SLIP



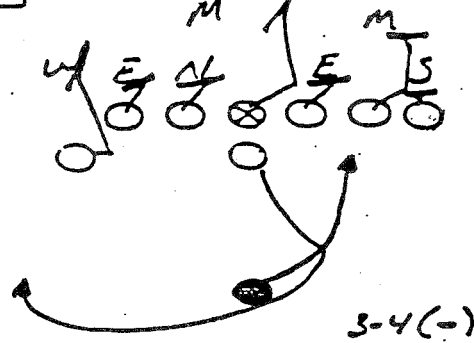
3 GANG, SCOOP



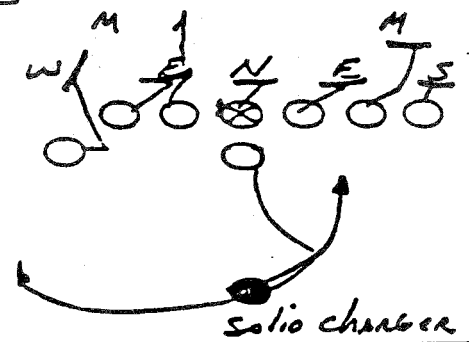
4 RAY, SLIP



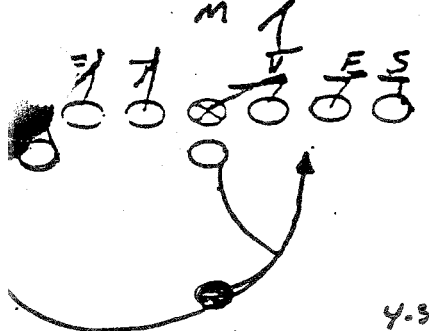
5 FEEL GANG



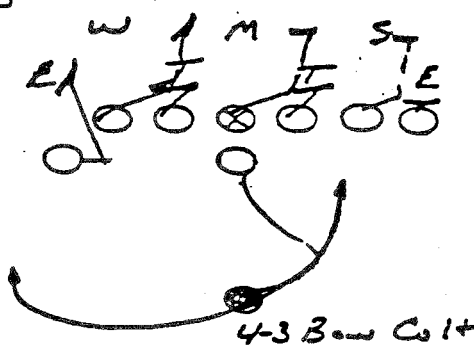
6 SOLID, SLIP, GANG



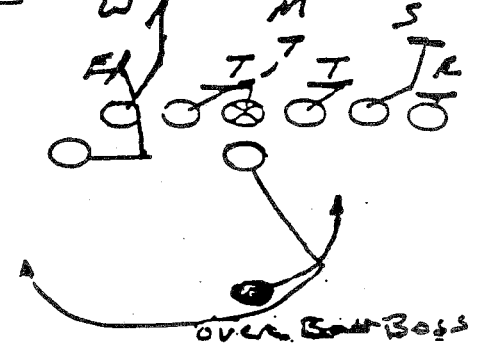
7 RAY



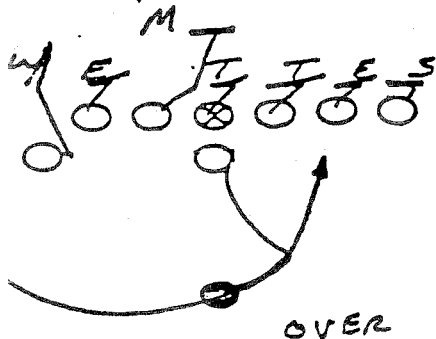
8 GANG, RAY, SLIP



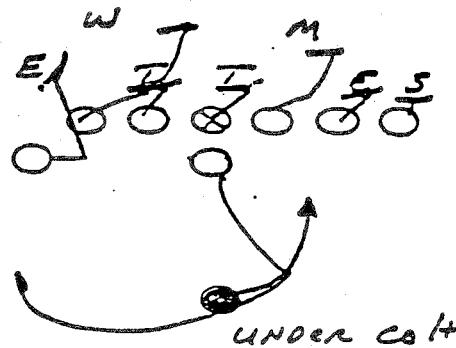
9 GANG, SCOOP



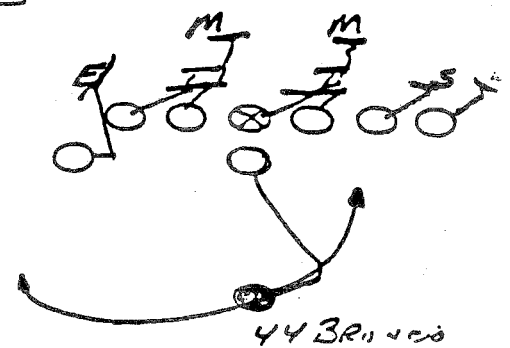
10 SCOOP



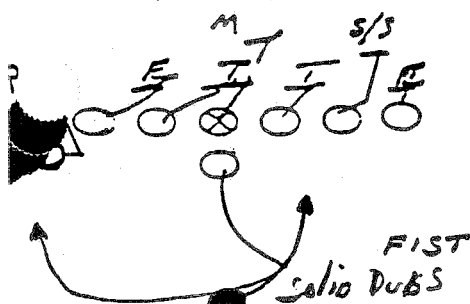
11 READ, SLIP



12 FAN, RAY, SLIP



13 SOLID, SWOOP, GANG



14



15

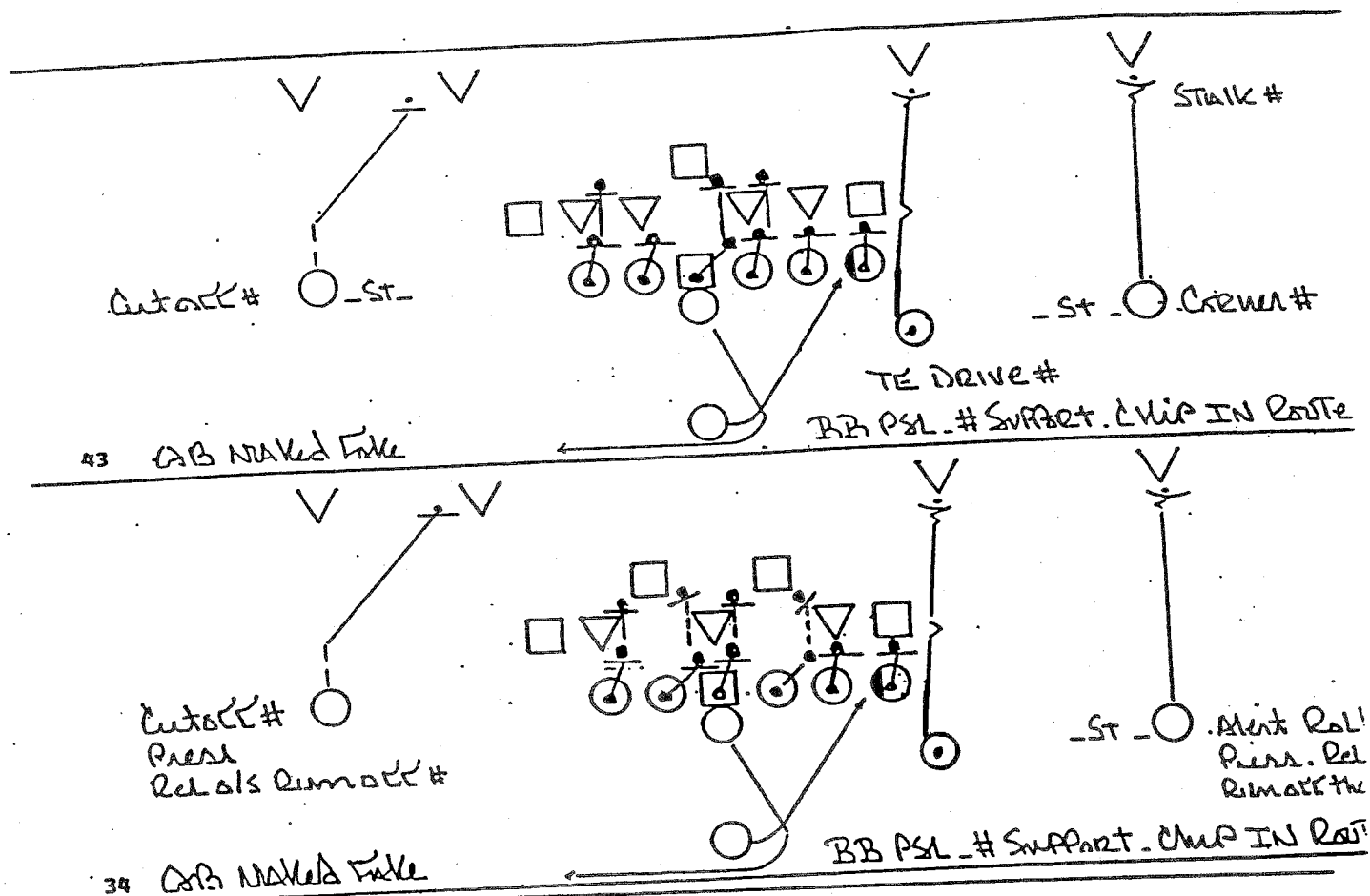


Y:

60(70) GASH
POWER ZONE # ON SIDE -- CUT OFF # OFF SIDE

GOES AT 6 1/2 YDS. PSL FOR SUPPORT LOOK. OPEN STEP SLASH FOR INSIDE FOOT OF TE AT 7/8 SPEED. PRESS THE HOLE. POSSIBLE SPILL VS PINCH BY DEFENDER OVER TE.

OPEN SPRINT TO BC.



WHAT IF:

1. SDF. HB SHIFT TO TRIPS FOR DUBS #ING.
2. 44. HB SHIFT TO TRIPS FOR 44 #ING. CTR STEP O/S WORK BACK.
3. QB/R-BK RUN GUT.

60/70 GASH

STRONGSIDE POWER ZONE-WEAKSIDE TIGHT CUTOFF

QB

OPEN SPRINT TO R-BK

CENTER

COVERED-DRIVE * MAN OVER, POSSIBLE
SCOOP * IF WEAK GUARD IS UNCOVERED
UNCOVERED-RAY/LENNY *

WR

ON-SIDE-CORNER *
OFF-SIDE-CUTOFF *

STRONG GUARD

COVERED-DRIVE * MAN OVER, POSSIBLE
RAY/LENNY IF CENTER IS UNCOVERED
UNCOVERED-READ * WITH TACKLE
ALERT GANG * OR BLAST *

R-BK

OPEN STEP-SLASH FOR INSIDE
FOOT OF THE TE AT 7/8 SPEED
TOES AT 6 1/2 YARDS.
PSL SUPPORT LOOK

STRONGSIDE TACKLE

COVERED-DRIVE * MAN OVER, POSSIBLE
READ * IF GUARD IS UNCOVERED
ALERT GANG * OR BLAST *
UNCOVERED-READ * WITH TE/Y
SDF-*MAC
44-TREY * WITH TE/Y TO MAC

TE/Y

COVERED-DRIVE * MAN OVER, IF TKL
IS UNCOVERED READ *.
ALERT FOR GANG * OR BLAST * IF
A BUBBLE OVER THE GUARD.
SDF-*INSIDE DUBS
44-TREY * WITH TKL TO MAC

WEAKSIDE GUARD

COVERED-CUTOFF *, POSSIBLE SLIP * IF
TKL IS UNCOVERED.
UNCOVERED-SCOOP * WITH CENTER
44-CENTER IS WORKING WEAK

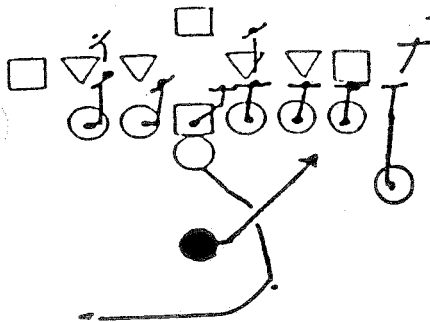
H-BK

WEAKSIDE-CUTOFF * 3RD DEFENDER
STRONGSIDE-* SUPPORT
SDF-* OUTSIDE DUBS
44-* MAN OVER TE/Y (STUB)

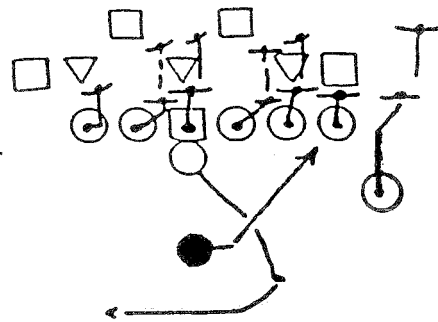
WEAKSIDE TACKLE

COVERED-CUTOFF * OR COMBO *
UNCOVERED-SLIP * TO 2ND DEFENDER

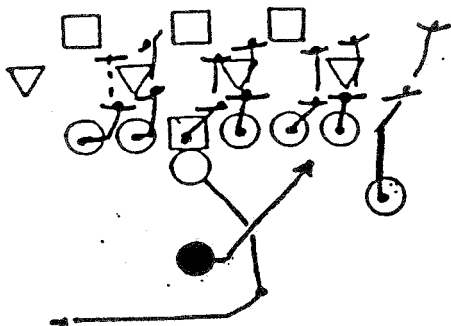
60/70 GASH



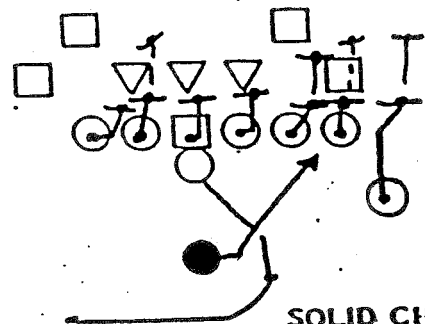
43



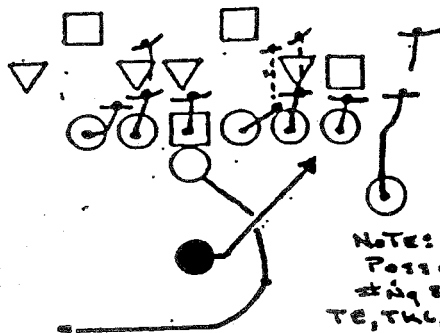
34



43 BC

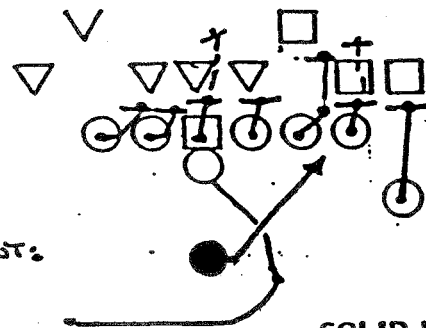


SOLID CHARGER

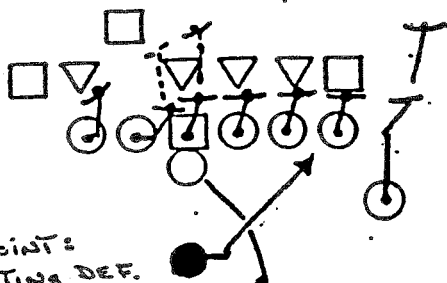


Notes:
Possible Gang
sig scheme by
TE, TUL, Gd. 54

Conching Point:
"Big Scoop."



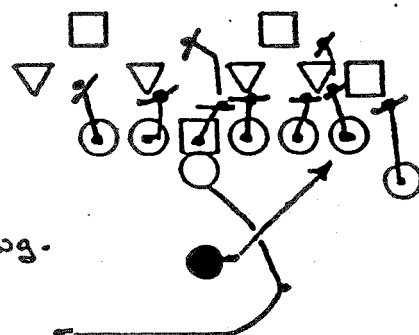
SOLID DUBS FIST



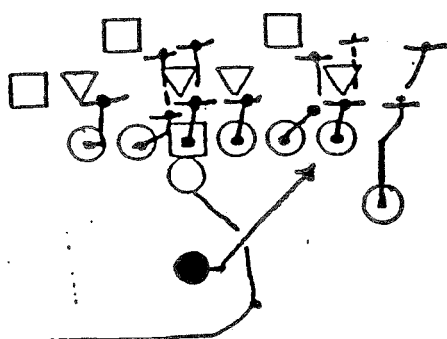
hing Point:
A STUTTING DEF.
TRIPLE CALL.
L, Gd, CTR, OFF gd. involved.

56

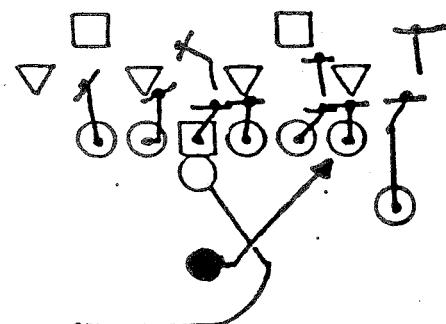
Notes:
"44" Blocking.



44



57



42

6-7 OUTSIDE

"Outside Zone"

I. ALL COVERED LINEMEN: Note: Splits for everyone are 2 feet. (Rule = base)

- A) "WIDE DROP STEP" TECHNIQUE - Line up as far off the ball as legal (your hand is on the Center's toes). This is a wider zone scheme than on 4-5 Gut (it is more of a pull). Take a little drop step, but put more emphasis on making a fast crossover (you can cross over beyond your center of gravity a little bit on this technique - you are not actually crossing over as much as you cross step upfield). You will turn your shoulders more because of the wider angle of approach. Sight the target which is a wider head position - get it past his outside shoulder on a wide track. Get your hands up quickly, and make contact with the hands (don't stick the head in) so you can lift, or push the defender back inside as you work up to the LB (your eyes will go to the LB quicker on this technique).

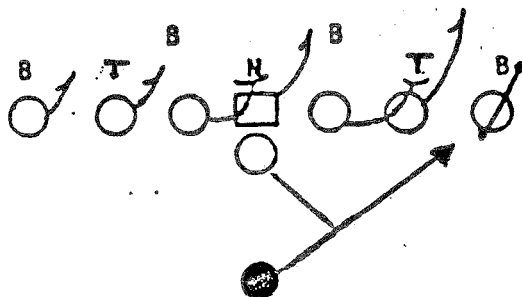
II. ALL UNCOVERED LINEMEN:

- A) "ZONE PULL" TECHNIQUE - Line up off the ball as far as legal (your hand is on the Center's toes). This is a wider zone scheme than on 4-5 Gut (it is more of a pull). Your eyes are not on the LB as much as on the down lineman to the outside (unless the LB is up close - you will release sideways and eyeball him as you work outside). Depending on which foot is back (toe to instep) in your stance, you pivot on the toe of the back foot if going to the side of the back foot, and pivot on the heel of the back foot if going to the opposite side. Make a fast crossover on the second step and pull to overtake the down lineman. You are trying to "scoop" it more, forcing the switch.

III. QB - Open out at 4 o'clock (on 6 Outside), or 8 o'clock (on 7 Outside). "Hump ass" to make the handoff.

IV. RB - Take a slight drop step with the outside foot, and "slash" on a straight line to the inside leg of the TE (outside leg if there is a bubble over the ON T). Read the block of the TE and take it outside, or cut it into the C gap (more often than not, the ball goes into the C gap).

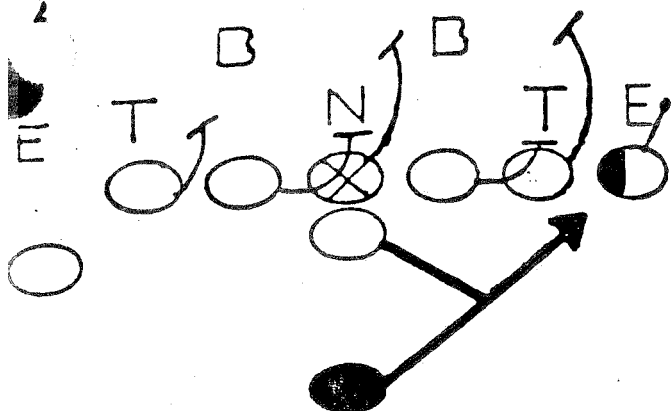
PUTTING IT ALL TOGETHER



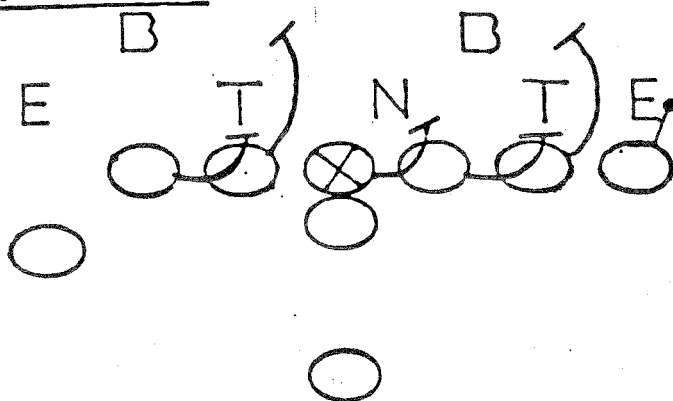
Note: Unless the TE is zone blocking with the ON T, his tech. is different. Take a little drop step and drive block the outside of the OLS. Get movement and drive him on an angle (not as delayed

*Secondary Run Force man will be blocked either by a motion

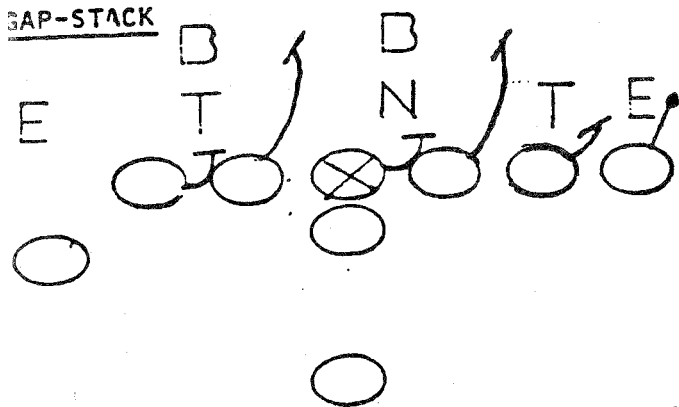
6-7 OUTSIDE BLOCKING (BASE # BLOCKING; MEN AT BUBBLE OR STACK = WIDE ZONE BLOCKING).



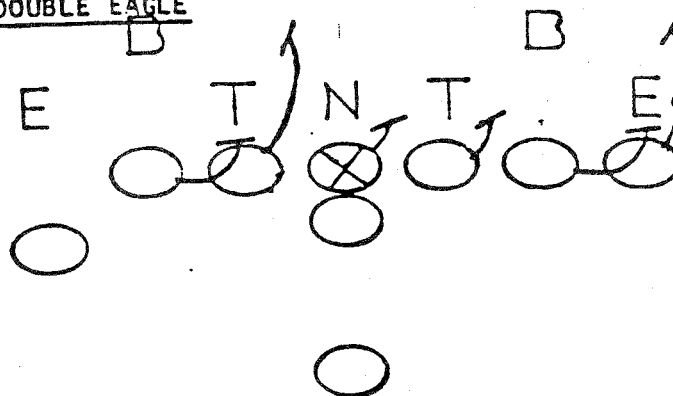
50 SHADE/EAGLE



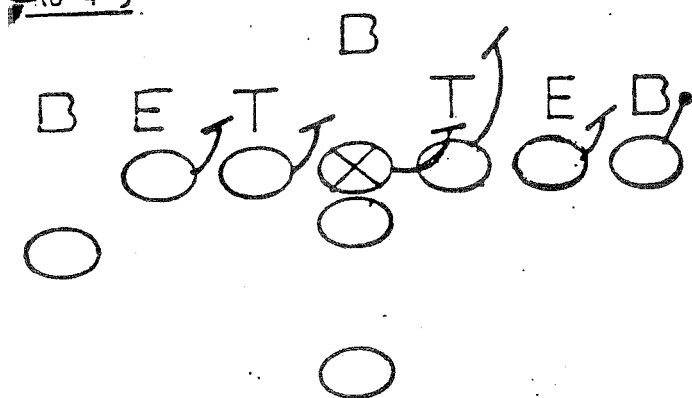
GAP-STACK



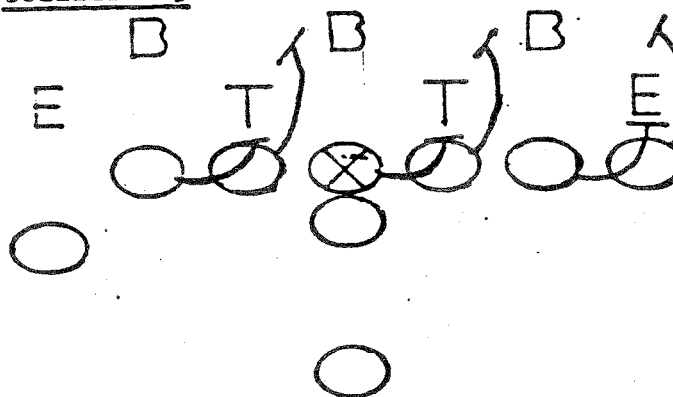
DOUBLE EAGLE



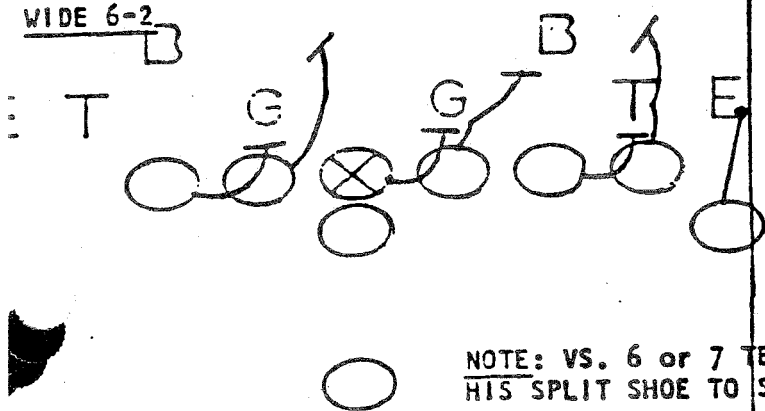
NO 4-3



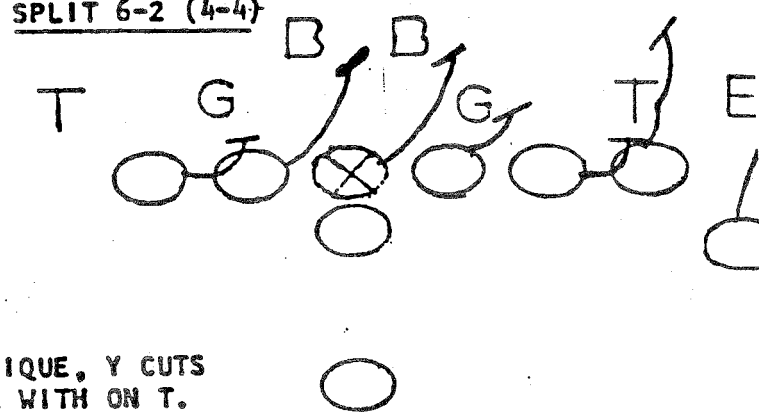
COLLEGE 4-3



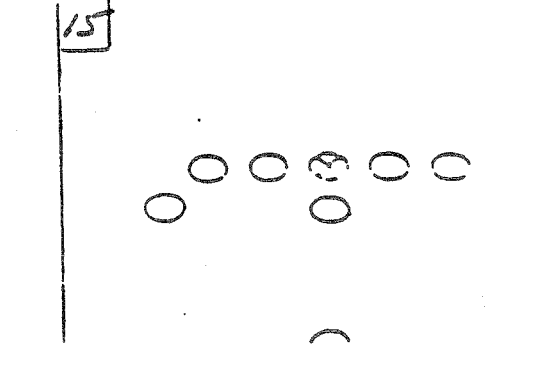
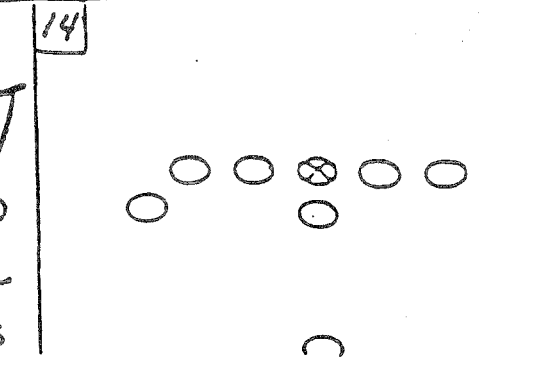
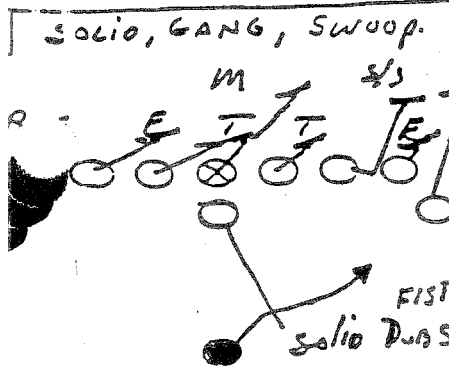
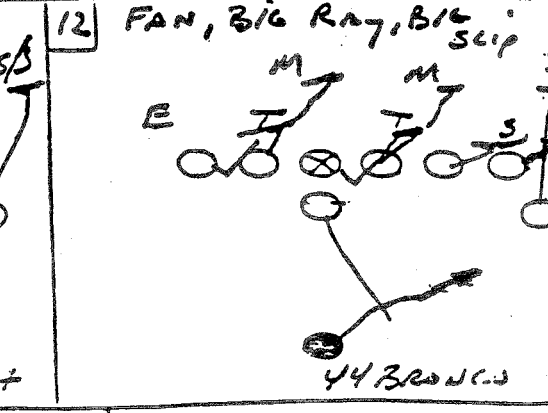
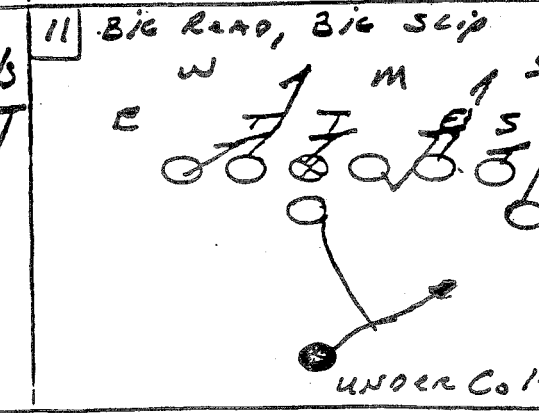
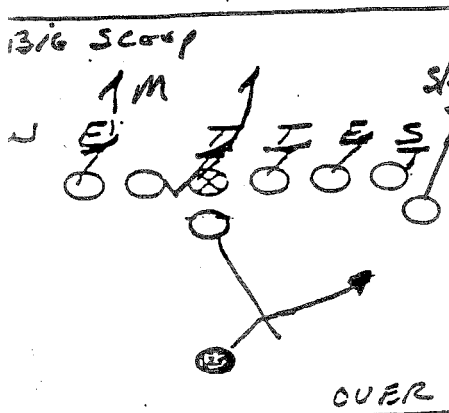
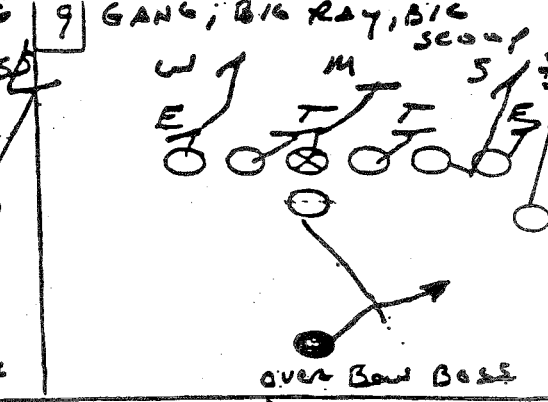
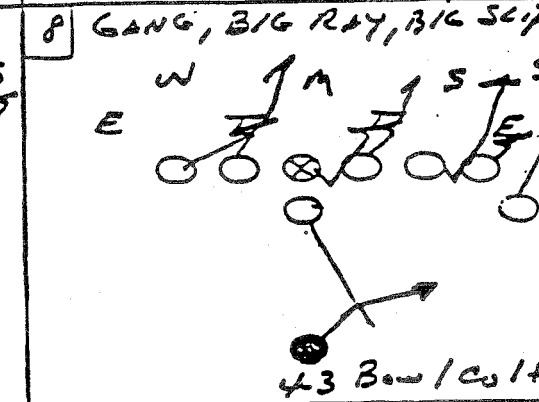
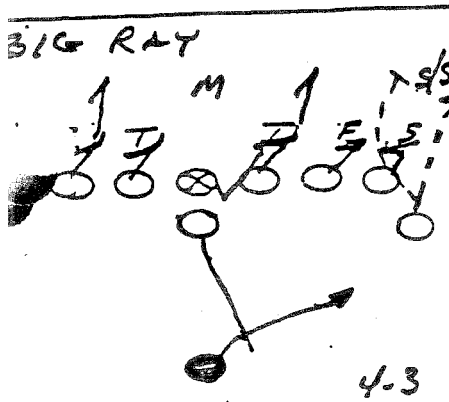
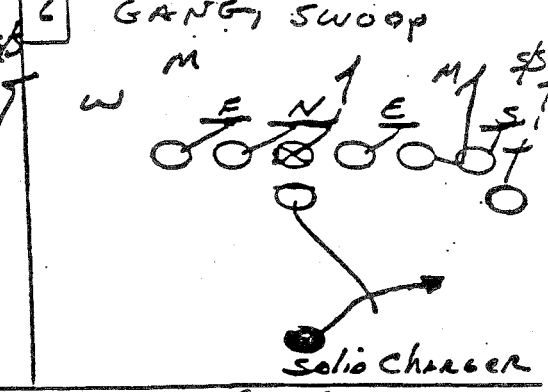
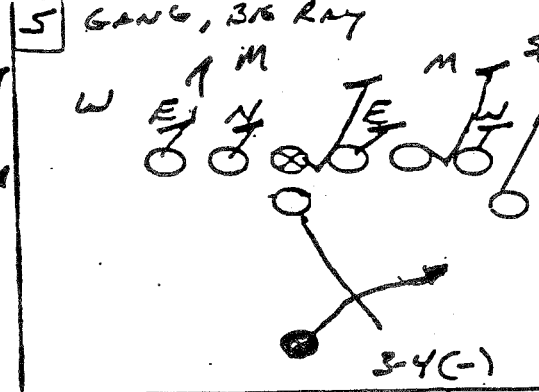
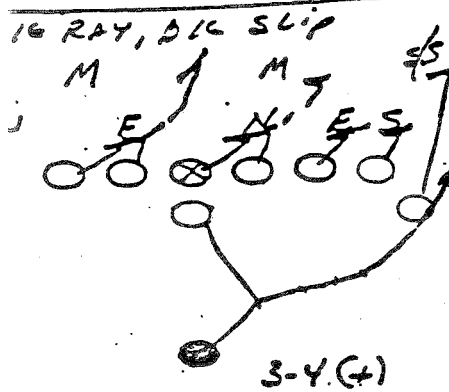
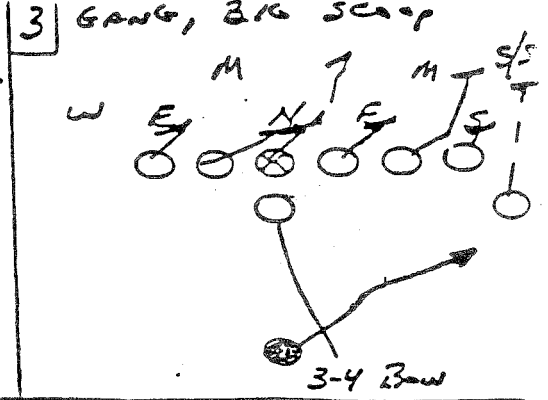
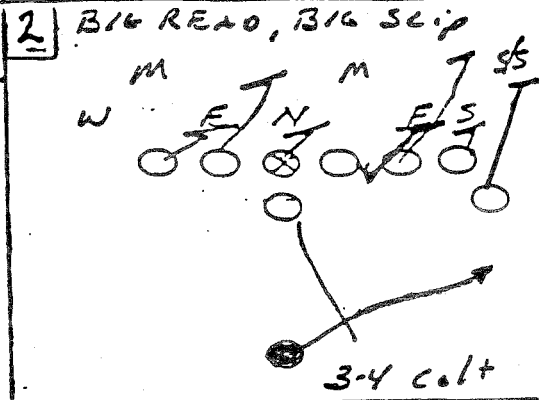
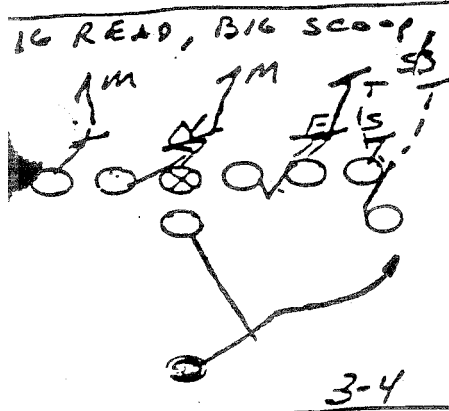
WIDE 6-2



SPLIT 6-2 (4-4)



NOTE: VS. 6 or 7 TECHNIQUE, Y CUTS HIS SPLIT SHOE TO SHOE WITH ON T.



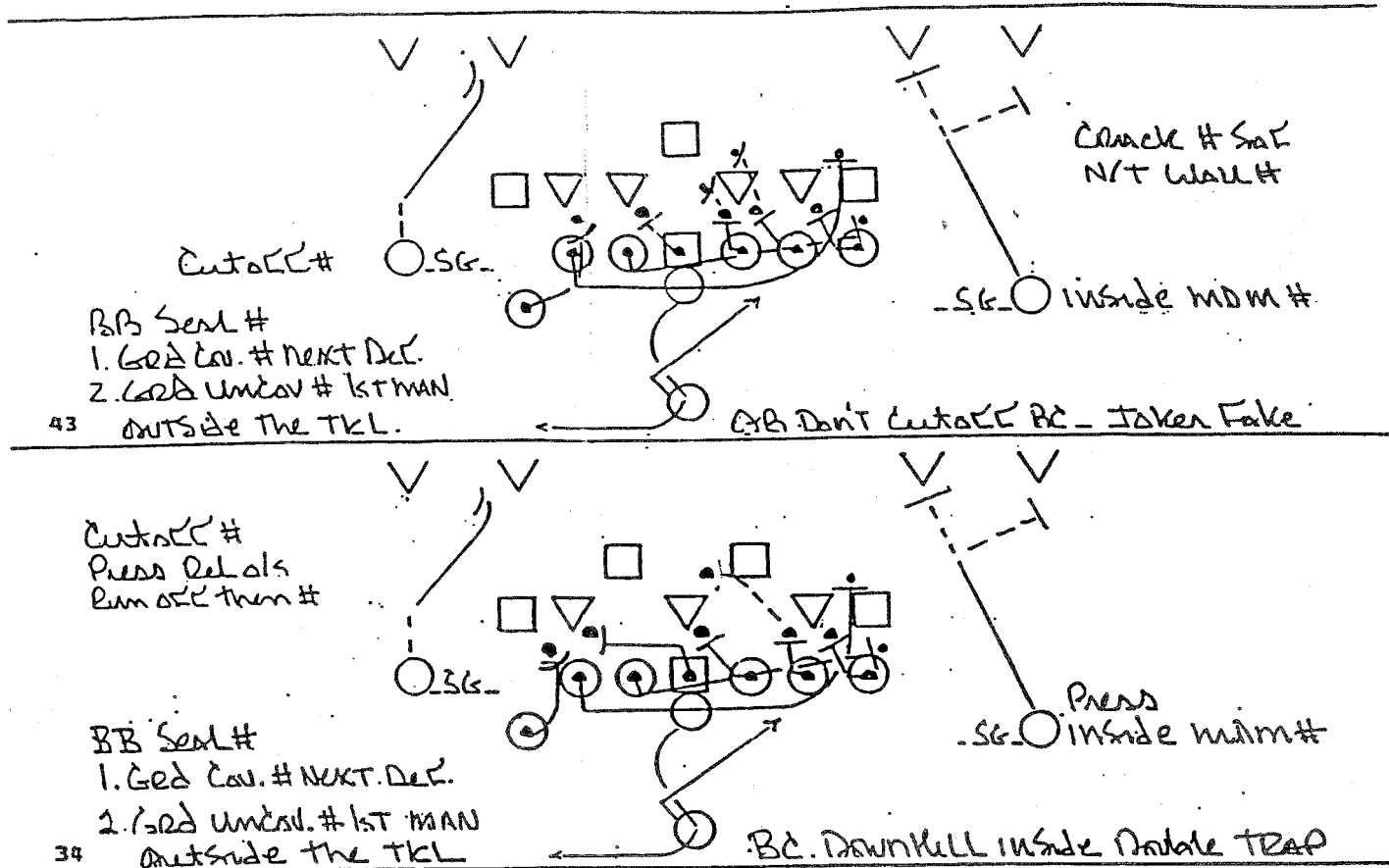
PLAY:

SPREAD RT 60(70) CTR

STRONG SIDE GAP #ING -- WEAK SIDE -- GRD TRAP - TKL THRU 1ST DAY LITE.

Q: TOES 6 1/2 YDS. CTR STEPS - LOOK OFF LBKRS. SLASH TO LANDMARK OF ONSIDE TKL'S BUTT - KEEP INSIDE HIP RELATIONSHIP WITH OT - TKL. THINK SLASH OFF TKL.
T: TOES AT 5 YDS. BIG SLIDE TO CB - LOSE 1 YD. THEN SLASH DOWNHILL.

QB: Q: OPEN AWAY FROM CALL - GET BALL DEEP - DON'T CUT BC OFF. T: LIKE PAINT.



WHAT IF:

1. WEAK SIDE DT IN WIDE 3 TECH.
 - 1.1 SPREAD - STAY CALL HB PULL - TKL STAY - SLAM # - SEAL
 - 1.2 TRIPS - AUDIBLE
2. WEAK SIDE 43 ET/TE/PINCHES - GAME PLAN STAY CALL OR AUDIBLE

60/70 COUNTER GAP STRONGSIDE GAP *ING-WEAKSIDE PULL

QB

OPEN AWAY FROM THE CALL
GET BALL DEEP TO R-BK
DON'T CUT R-BK OFF

CENTER

OFF * THE 1ST DEFENDER WEAKSIDE ON LOS
TACKLE WILL SLAM * A WIDE 3
ALERT 2 CALL - NO HELP FROM TACKLE

WR

ON-SIDE-INSIDE MDM *
OFFSIDE-CUTOFF

STRONGSIDE GUARD

IF THE CENTER IS COVERED DOWN *
IF THE CENTER IS UNCOVERED DUECE *

R-BK

CTR STEPS-LOOK OFF LBERS
TOES AT 6 1/2 YARDS
SLASH DOWNHILL KEEPING INSIDE
HIP RELATIONSHIP WITH TACKLE

STRONGSIDE TACKLE

IF THE GUARD IS COVERED DOWN * OR DUECE *
IF THE GUARD IS UNCOVERED TREY *

TE/Y

IF THE TACKLE IS COVERED DOWN *
OR TREY *
IF THE TACKLE IS UNCOVERED READ
THE BOX 7 MAN-GO THRU
6 MAN WIDE CALL

WEAKSIDE GUARD

PULL AND TRAP * THE EMOLOS

H-BK

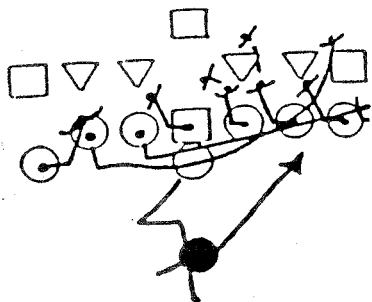
CUTOFF * 2 MAN ON LOS PAST THE CTR.
STAY CALL-YOU PULL FOR TACKLE

WEAKSIDE TACKLE

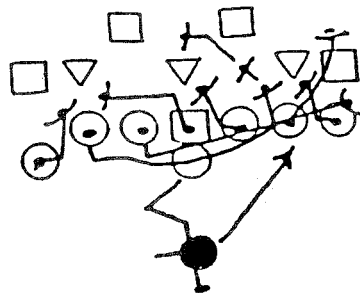
PULL AND TURN UP 1ST DAYLIGHT
STAY CALL YS WIDE 3-SLAM *

WHAT IF:

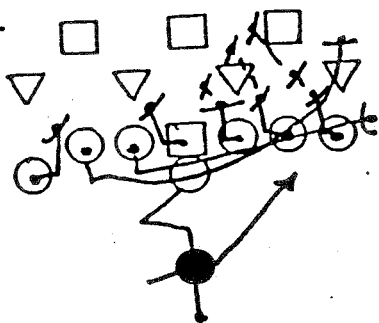
60/70 CTR



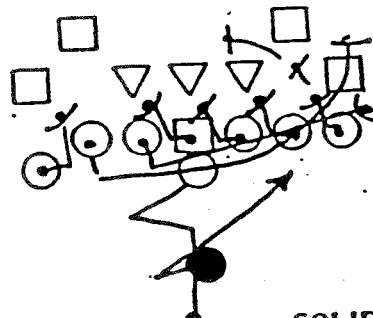
43



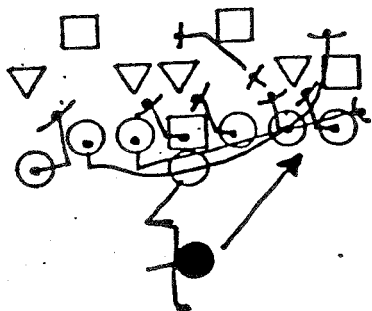
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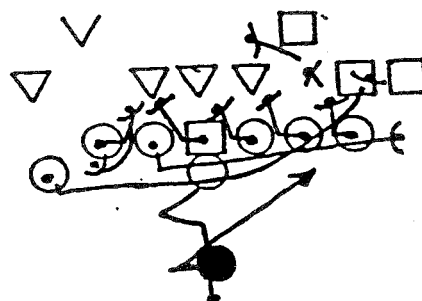
43 BC



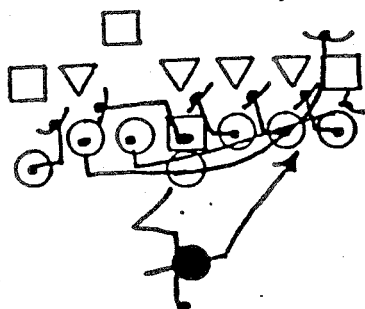
SOLID CHARGER



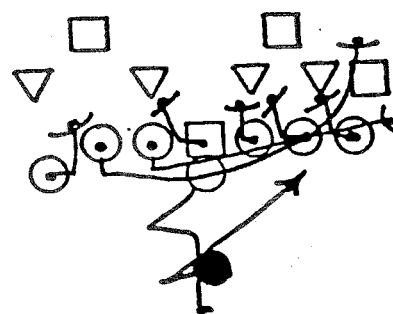
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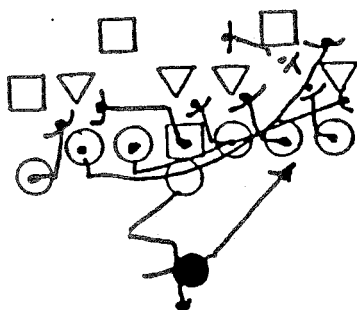
SOLID DUBS FIST



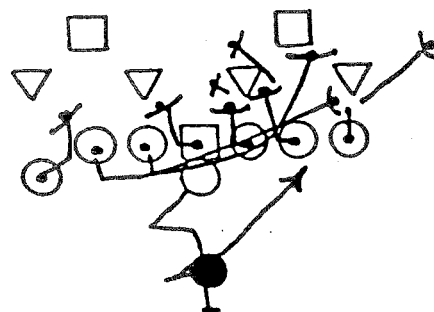
56



44



57



42

6-7 COUNTER GAP

(exactly how
Bugel taught it)

outs $\frac{1}{2}$
ON TE: A) "TREY" CALL - take a flat lateral gap step with your inside foot, keeping the shoulders square, and drive your inside shoulder right thru the near hip of the DT, with your head on his downfield side. Think of blocking the DT, and if he stays in the C gap area that is your man, period! If the DT disappears across the face of ON T, go to the second level and "build the wall" to the first LB offside. If you get a shot at the ON LB take it, but don't vary off course to chase the ON LB, because the OFF LB is the man that kills the play (if you hit the ON LB and start losing him - let him go, and continue to the first LB offside). This is a very disciplined technique. You and the ON T are working together - both of you are blocking gap - upstream (from the DT to the first LB offside).

B) "GAP" CALL - you have the DE alone, and must get a bigger bite on the DE (you may need to drive your helmet across in front of him and use the far shoulder if he is a penetrator).

C) "DUECE" - same technique as "Gap" call for you.

outs $\frac{1}{2}$
ON T: A) "TREY" CALL - take a flat lateral gap step with your ^{FORWARD} inside foot, keeping the shoulders square, and drive your outside shoulder thru the inside breastplate of the DT ("get a little bite" to help your TE). Your eyes should go immediately to the inside as you work upfield to "build the wall" to the first LB offside (be alert for the ON LB running thru the B gap as you go for the first LB offside). If the DT comes inside, you must lock onto him, and the TE will "build the wall" at the second level. You and the TE are working together - both of you are blocking gap - upstream (from the DT to the first LB offside).

outs $\frac{1}{2}$
B) "DUECE" - take a flat lateral gap step with your inside foot, keeping the shoulders square, and drive your inside shoulder right thru the near hip of the DT, with your head on his downfield side. Think of blocking the DT, and if he stays in the B gap area that is your man, period! If the DT disappears across the face of your ON G, go to the second level and "build the wall" to the FAR LB. If you get a shot at the MLB take it, but don't vary off course to chase the MLB (if you hit the MLB and start losing him - let him go, and continue to the FAR LB). This is a very disciplined technique. You and the ON G are working together - both of you are blocking gap - upstream (from the DT to the FAR LB).

C) "GAP" CALL - you have the man on the ON G alone, and must get a bigger bite on him (you may need to drive your helmet across in front of him and use the far shoulder if he is a penetrator).

ON G: A) "TREY" CALL - take a flat lateral gap step with your inside foot, keeping the shoulders square, and drive your inside shoulder right thru the near hip of the Nose, with your head on his downfield side. Think of blocking the Nose, and if he stays in the A gap area that is your man, period! If the Nose disappears across the face of the Center, go to the second level and "build the wall" to the FAR LB. If you get a shot at the first LB offside take it, but don't vary off course to chase the first LB offside (if you hit the first LB offside and start losing him - let him go, and continue to the FAR LB). This is a very disciplined technique. You and the Center are working together - you are working gap - upstream from the Nose to the FAR LB, and the Center is working gap - flat down the L.O.S. from the Nose to the D.

B) "DUECE" - take a flat lateral gap step with your inside foot, keeping the shoulders square, and drive your outside shoulder thru the inside breastplate of the DT ("get a little bite" to help your ON T). Your eyes should go immediately to the inside as you work upfield to "build the wall" to the FAR LB (be alert for the MLB running thru the A gap as you go for the FAR LB). If the DT comes inside, you must lock onto him, and the ON T will "build the wall" at the second level. You and the ON T are working together - both of you are blocking gap - upstream (from the DT to the FAR LB).

C) "GAP" CALL - you have the man on the Center alone, and must get a bigger bite on him (you may need to drive your helmet across in front of him and use the far shoulder if he is a penetrator).

A) "TREY" CALL - take a flat lateral gap step with your offside foot, keeping the shoulders square, and drive your onside shoulder thru the backside breastplate of the Nose ("get a little bite" to help your ON G). Your eyes should go immediately to the inside as you hustle flat down the L.O.S. until you "break glass" on the DT (be alert for first LB offside running thru the B gap as you go for the DT). If the Nose crosses your face to the offside you must lock onto him, and the ON G will "build the wall" to the second level. You and the ON G are working together - you are working from the Nose to the DT, and the ON G is working from the Nose to the FAR LB.

B) "DUECE" - block back on the DT to the offside.

C) "GAP" CALL - you have the man on the OFF G alone (and will not be able to help the ON G with the Nose). You may need to drive your helmet across in front of him and use the far shoulder if he is a penetrator; this may also be true on the "Tag" call also).

OFF G: Pull thru the football. There is no read, trap the end man on the L.O.S. (dig him out). If he gets lost inside, it becomes a natural log. Don't think log, think kick out!

OFF T: Pull one yard deeper and on the hip of the OFF G. Turn up when you get to the butt of the ON T and look over your inside shoulder for the ON LB. Lead them and don't slow down.

TOWARDS END OF GIBBS
ERA - CENTER ALWAYS
BLOCKS BACK (DOESN'T "CHIP"
NOSE) SEE MY ARTICLE

ANY
NGER

OUT 3 1/2

INS 1/2

C:

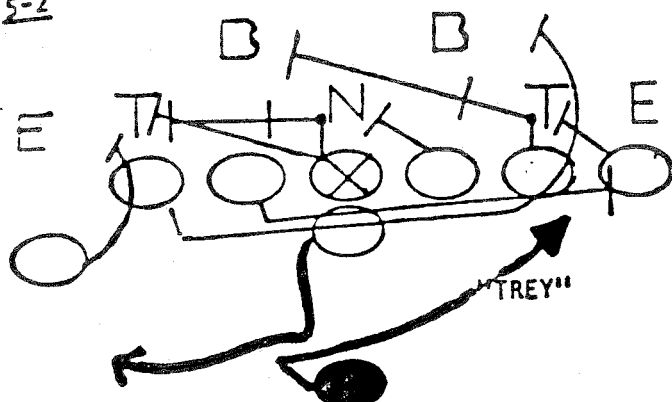
C NOW JUST BLOCKS 1ST MAN AWAY FROM
THE CALL (WOULD INCLUDE A SHARED NG
OFFSIDE)

*Note: if the Center is going to help the ON G with the Nose ("Pick" blocking) no call is necessary (other than normal calls of "Trey" or "Gap"). If the Center can't help ON G with the Nose (because the OFF G is cov-

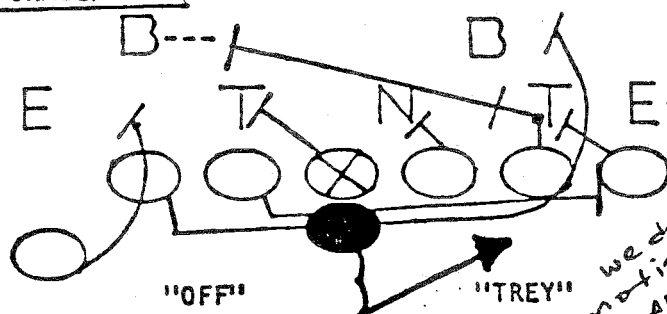
* this page belongs after the next one

6-7 COUNTER GAP BLOCKING: VARIATIONS: "FIRE" CALL; 8-9 COUNTER-SWEEP. (BLOCKS = CALLS)

5-2

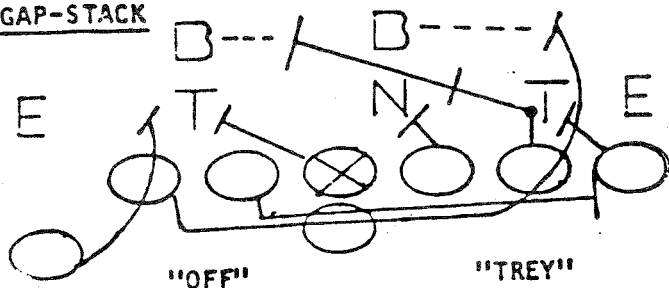


50 SHADE/EAGLE

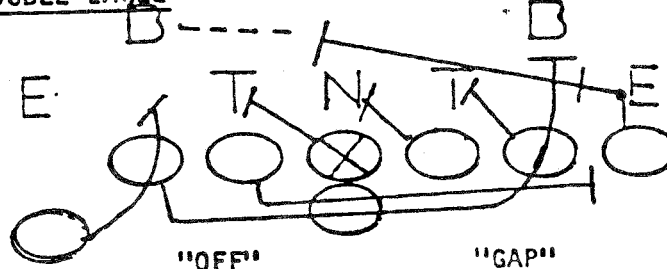


NOTE: IF RB IN MOTION, QB CAN CARRY (DB 2 STEPS)

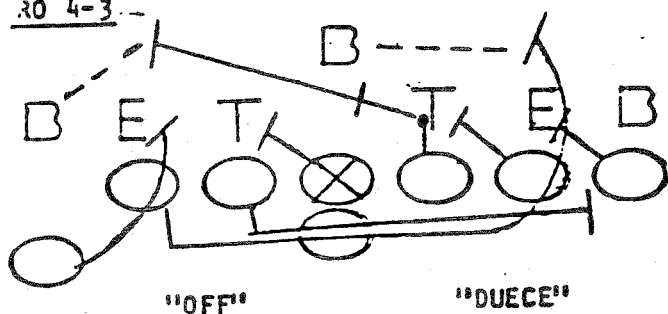
GAP-STACK



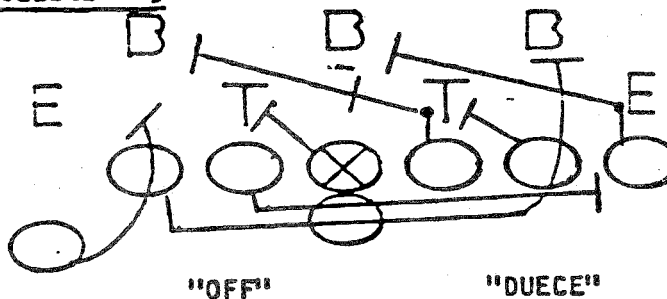
DOUBLE EAGLE



RO 4-3

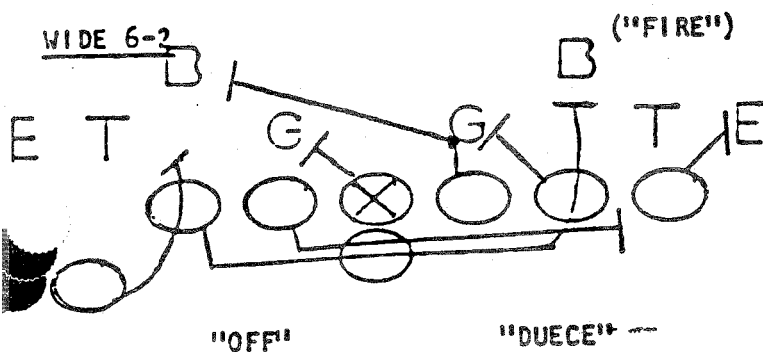


COLLEGE 4-3

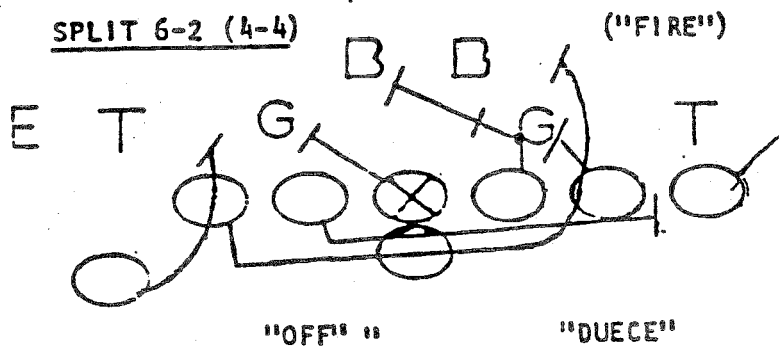


NOTE: CAN USE "FIRE" CALL IF Y CAN'T BLOCK LOOSE 5

WIDE 6-2

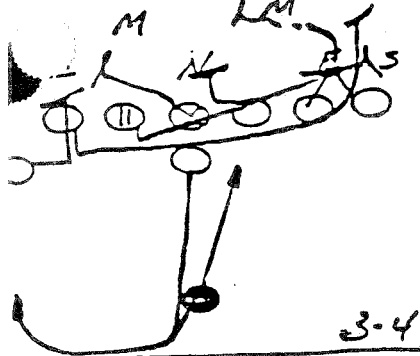


SPLIT 6-2 (4-4)

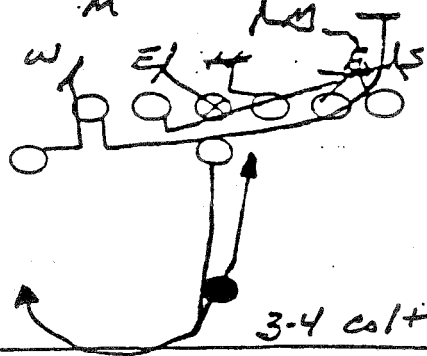


60/70 COUNTER GAP

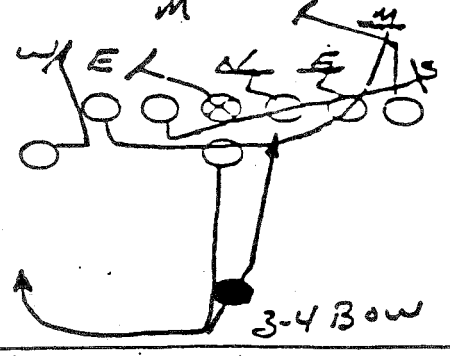
1 TREY ADD, Quick, OFF



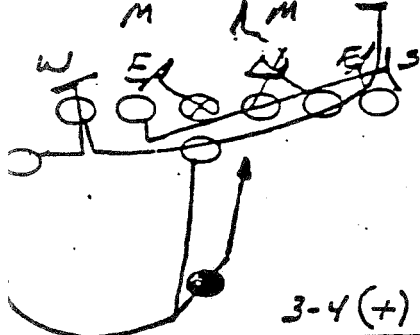
2 TREY ADD, OFF,



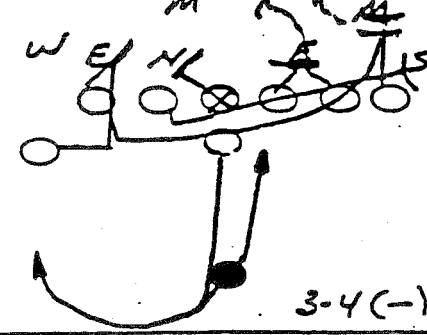
3 ANGLE, Quick, OFF



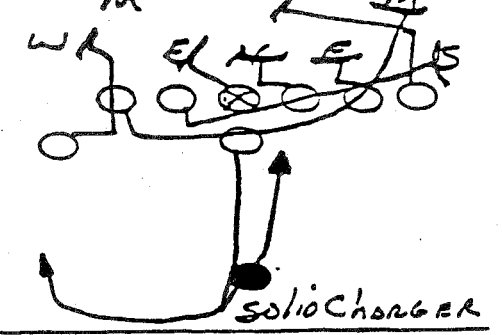
4 DEUCE ADD,



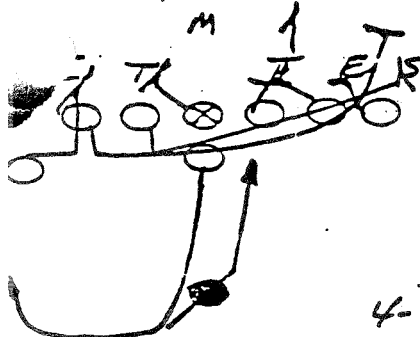
5 DEUCE ADD,



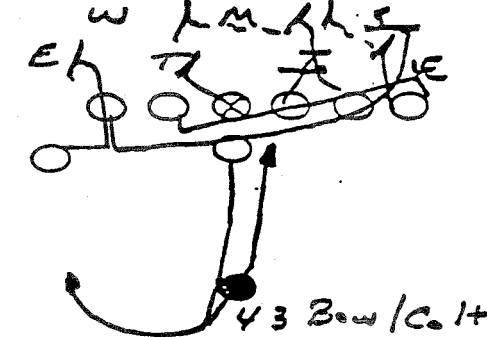
6 ANGLE, OFF



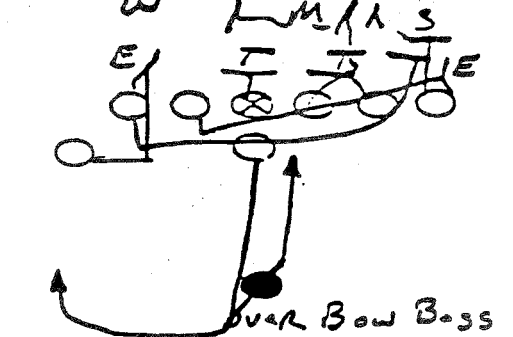
7 DEUCE ADD,



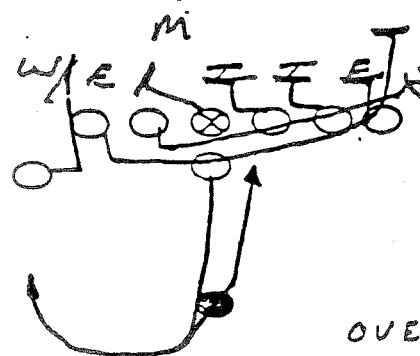
8 DEUCE ADD,



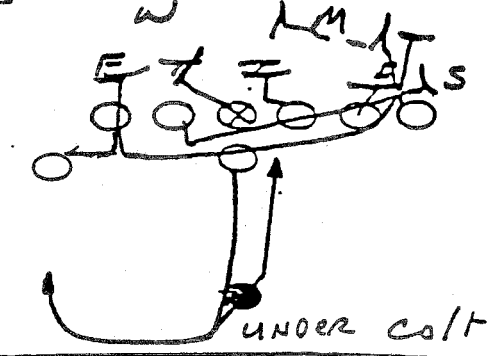
9 DEUCE ADD



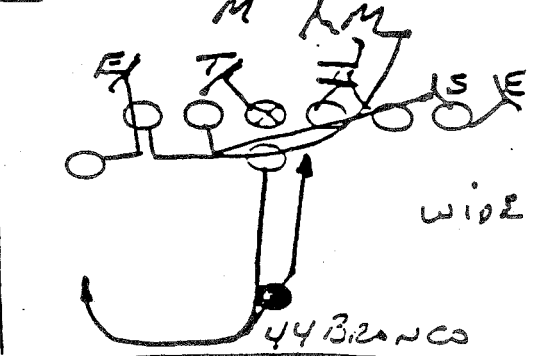
10 ANGLE, OFF, Quick



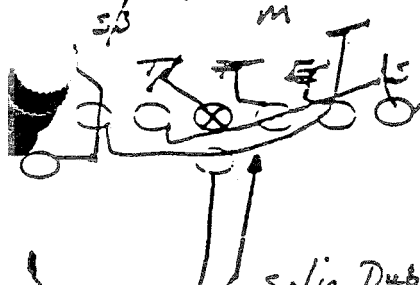
11 TREY ADD, OFF



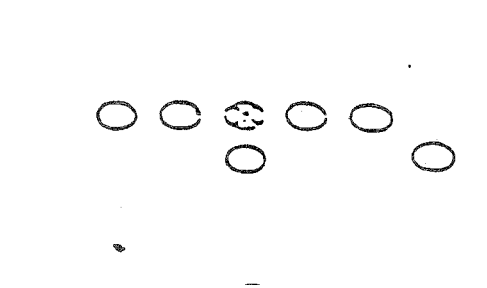
12 DEUCE, WIDE



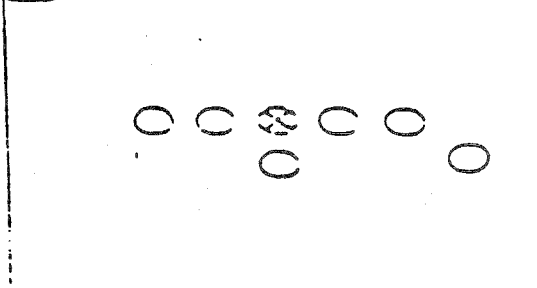
13 ANGLE, OFF, WIDE



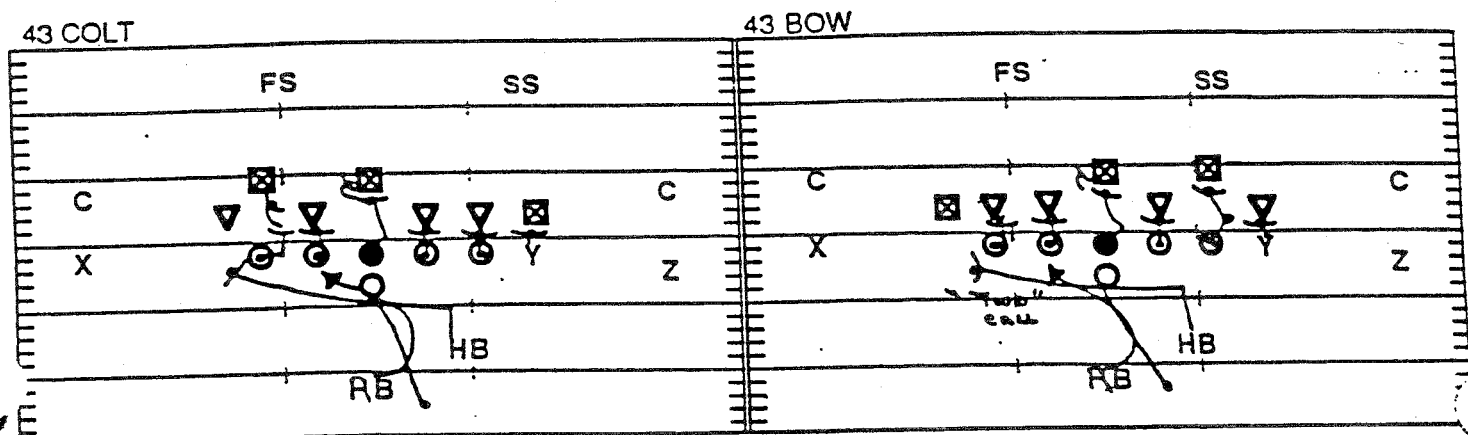
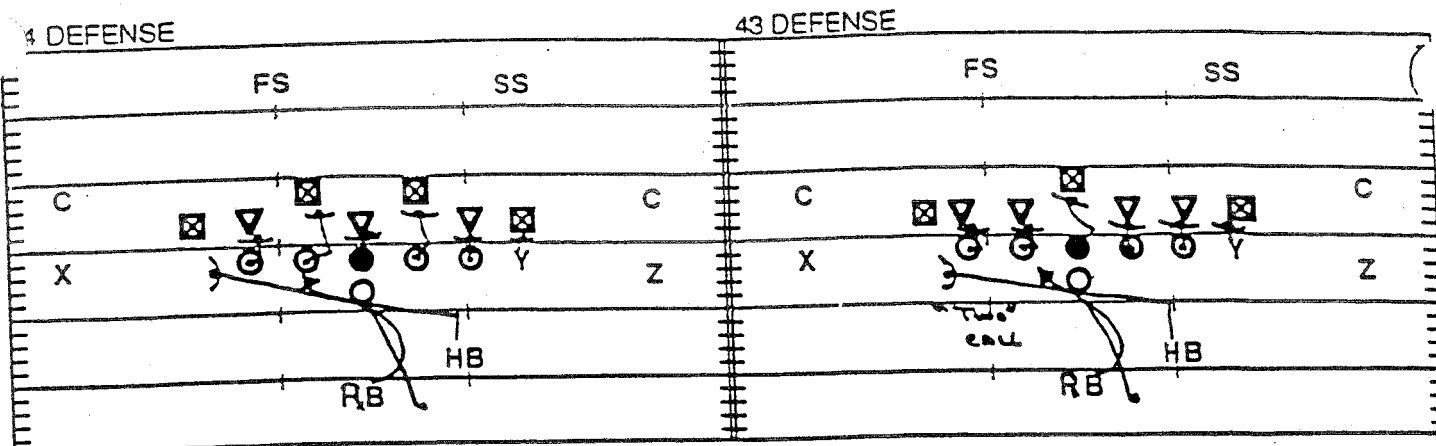
14



15



PLAY: 40/50 WHEEL



QB - FRONT OUT, 5/7 O'CLOCK, FAKE ACT 4/NAKED

RB - TIGHTER GUT PATH - ATTACK BACKSIDE. MAY BOUNCE OUTSIDE

HB - TRAP E.M.L.O.S.

Y - DRIVE # NO. 3 VS. SDF - OBL BUMP DUBS BKRS

Z - # OSD. 1/3

X - # MDM

OST - COVERED AND GUARD UNCOVERED - INFLUENCE # MAN OVER. ALLOW NO PENETRATION.
COVERED AND GUARD COVERED - INFLUENCE # MAN OVER. ALLOW NO PENETRATION. "TWO" CALL.
UNCOVERED - DBTM MAN OVER GUARD - THEN UP ON LBKR.

OSG - COVERED AND TACKLE UNCOVERED - DBTM MAN OVER
COVERED AND TACKLE COVERED - DRIVE # MAN OVER
UNCOVERED - SELL ZONE # W/CTR THEN UP ON LBKR.

CENTER - # GUT'NG - ALLOW NO PENETRATION

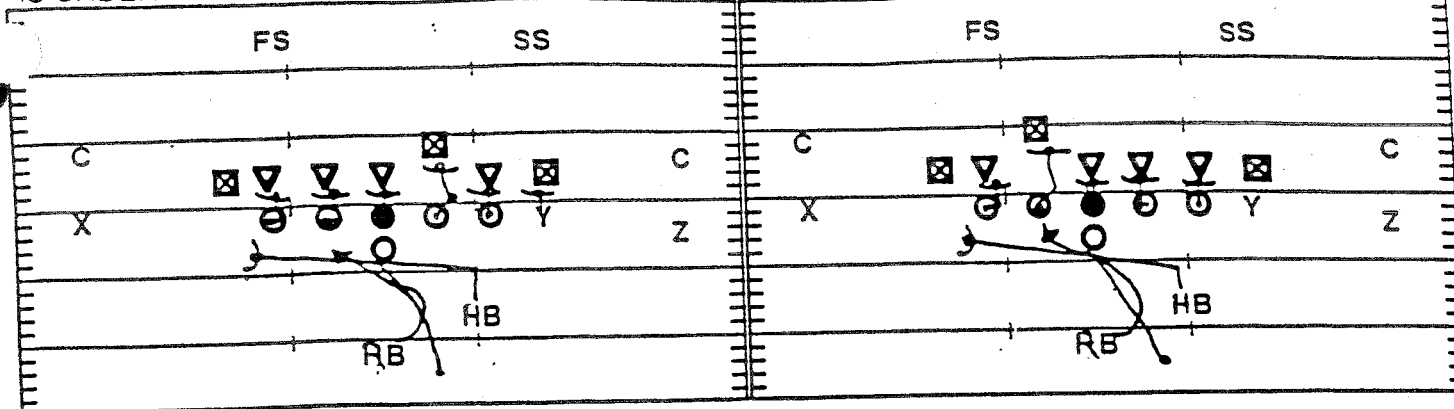
BSG - # GUT #NG

BST - # GUT #NG

POINTS

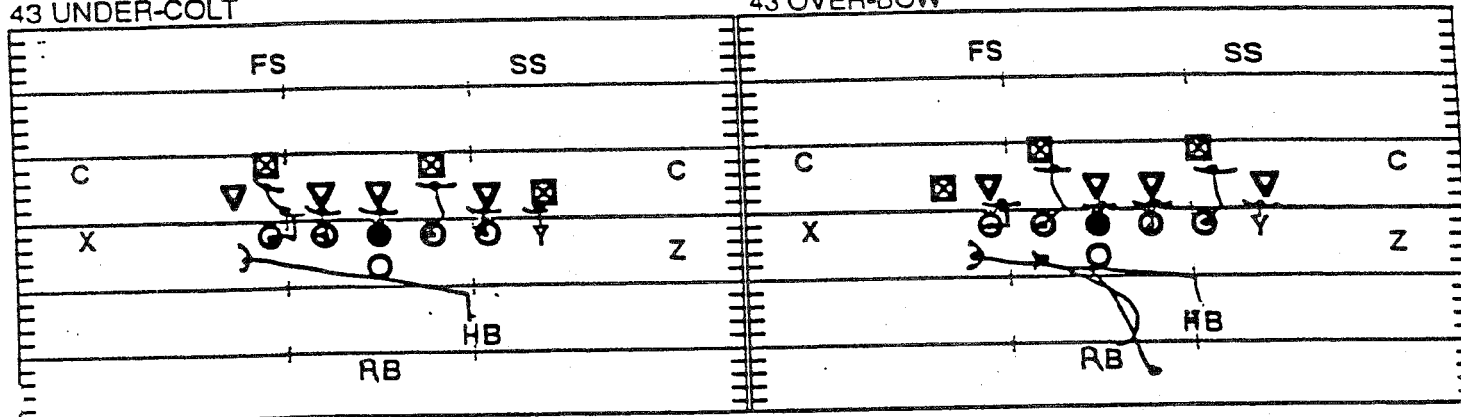
1. USE IN 3 TE's - GET INFLU. # BY FB
2. USE IN NKL W/Y OFF & TRAPPING

43 UNDER



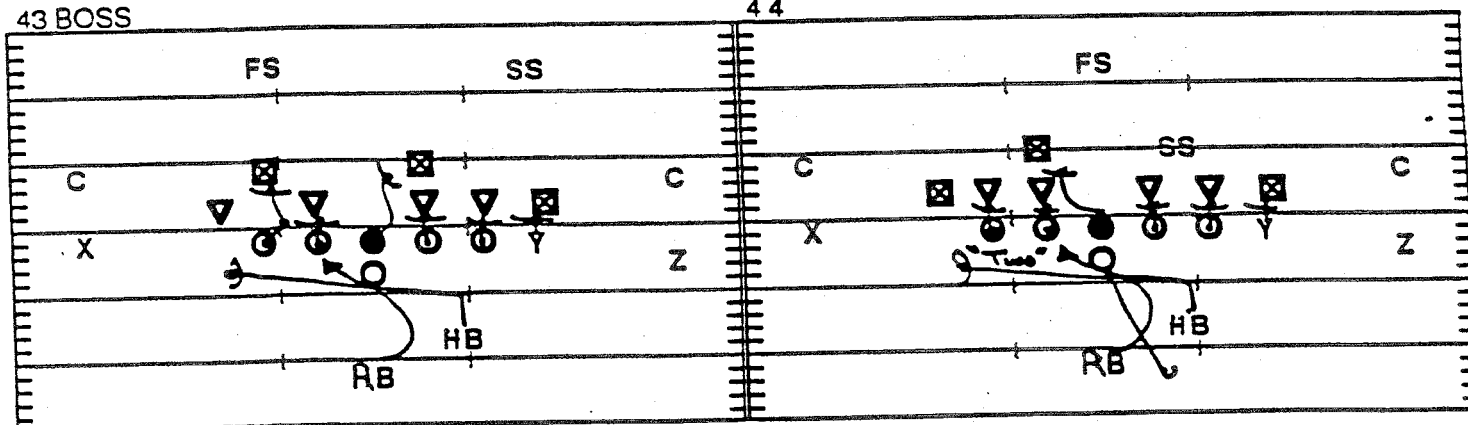
43 OVER

43 UNDER-COLT



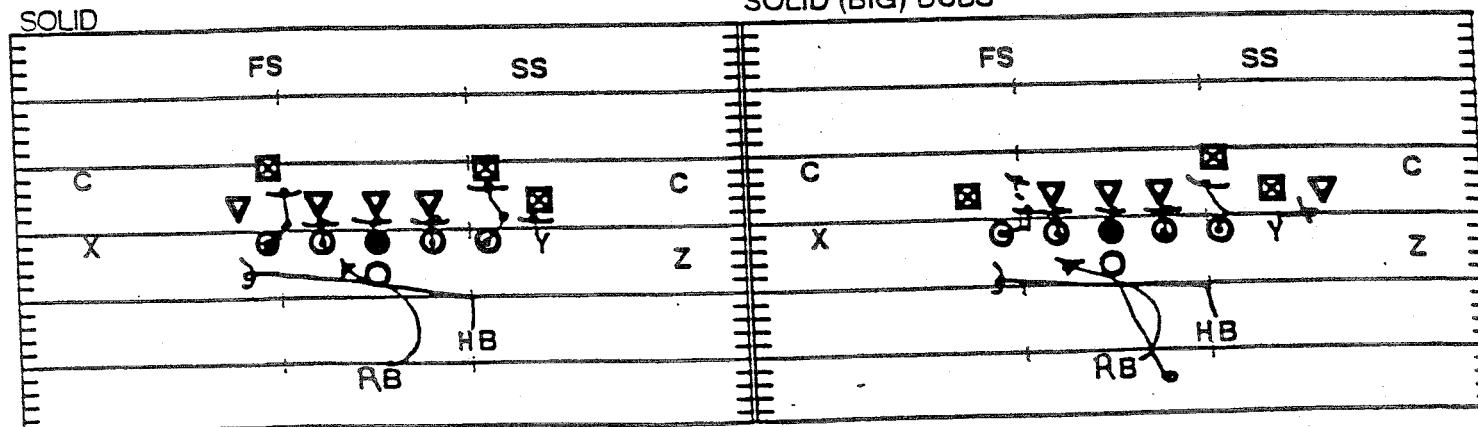
43 OVER-BOW

43 BOSS

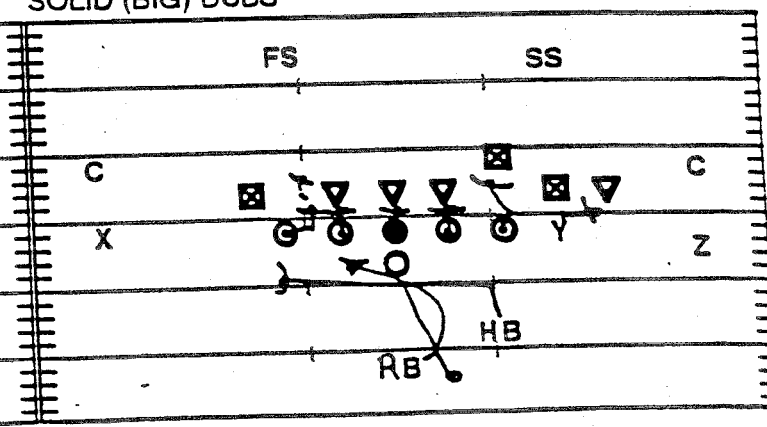


44

SOLID



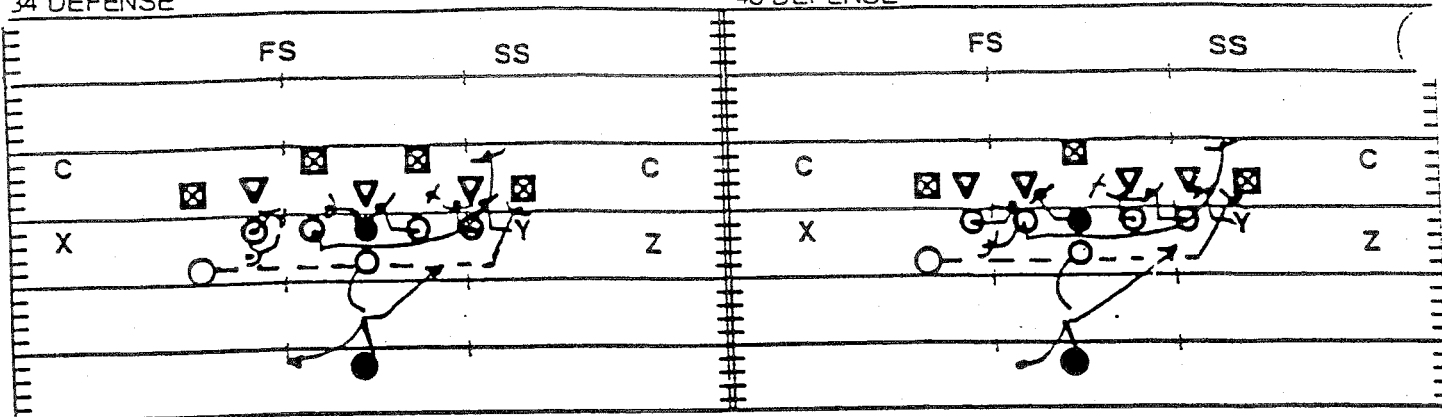
SOLID (BIG) DUBS



PLAY: 60/70 POWER

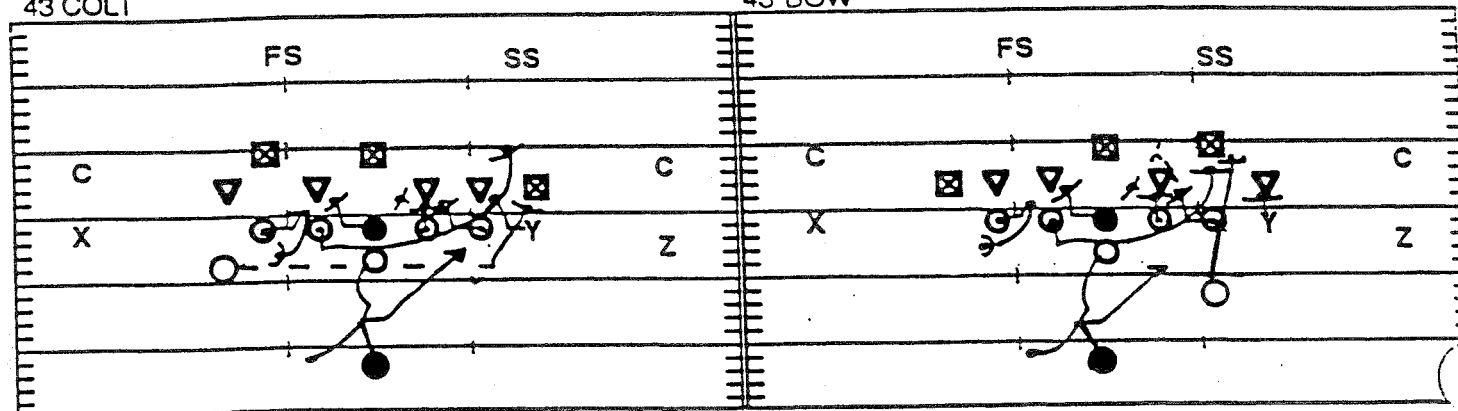
34 DEFENSE

43 DEFENSE



43 COLT

43 BOW



QB - FRONT OUT, 6 O'CLOCK, HOP STEP, FAKE COUNTER PASS

RB - FAST COUNTER STEP - START DOWN HILL & READ IT

HB - BLOCK THE OUTSIDE LB'er TO PLAYSIDE

Y - VS. 34 - DOWN # - GAP STEP; VS. EVEN DEF. - GAP #; TACKLE UNCOVERED - # MAN OVER - GAME PLAN

Z - # MDM

X - # MIDDLE 1/3

OST - COVERED & OSG UNCOVERED - GAP STEP - # MAN OVER - BODY PRESENCE FOR TE. ALERT FOR MAC LBKR RUN THRU. IF OSG COVERED - DEUCE # - TRUE DBTM. TECH.; VS. SOLIDS - GAP #. - NO PENETRATION.

OSG - COVERED & CENTER UNCOVERED - DEUCE # WITH TACKLE - TRUE DBTM TECH.;
COVERED & CENTER COVERED - A) # DOWN B) DEUCE W/TKL IF CENTER CALLS MINGO - GAME PLAN
VS. SOLIDS - GAP # - NO PEN. UNCOVERED - # DOWN.

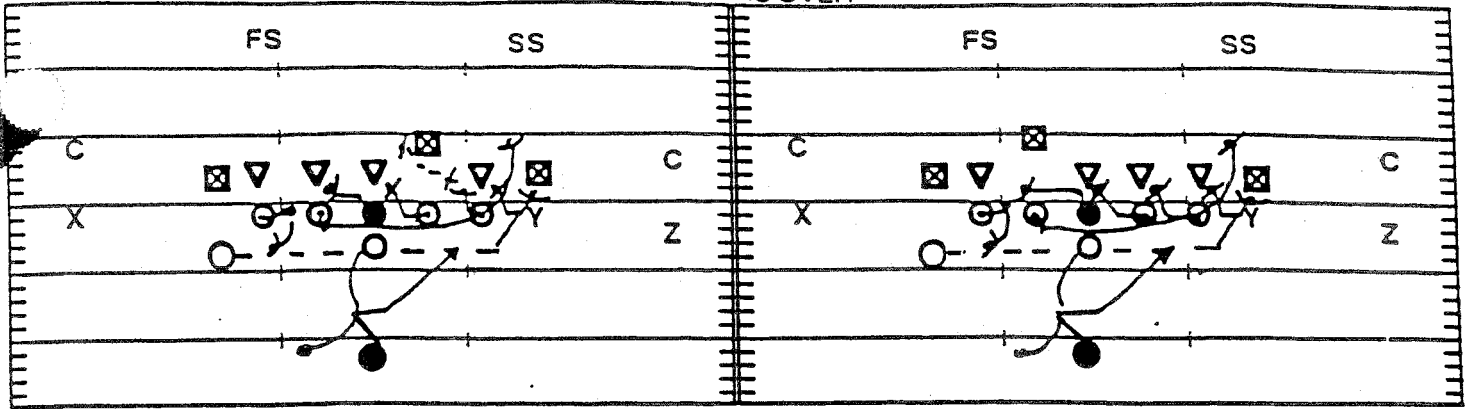
CENTER - # BACK. IF COVERED - STAB & WORK BACK - IF NO THREAT BACKSIDE CALL MINGO \$ # MAN OVER
UNCOVERED - # BACK VS SOLIDS - # BACK VS. 4-3 UNDER - # BACK

BSG - PULL WITH SPEED - TURN UP INTO FIRST HOLD PLAYSIDE. IF TE SINGLED - READ HIS #
HAVE NO HESITATION - ATTACK. *Pull tight to DBL TEAM*

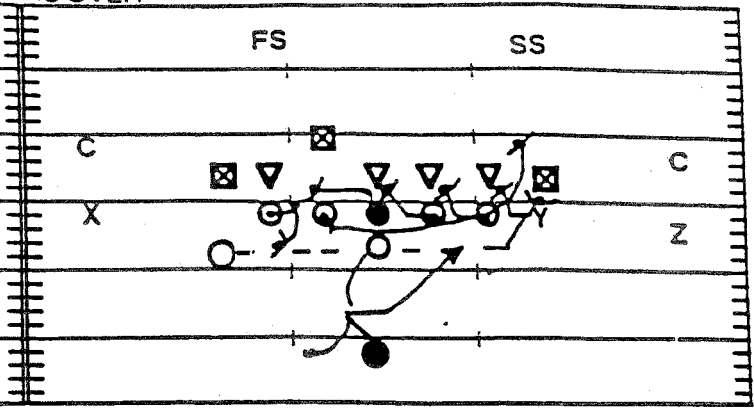
BST - COVERED & OSG UNCOVERED - # MAN OVER - TAKE INSIDE AWAY - THAN HINGE FOR WILL LBKR
UNCOVERED - STEP HARD & INSIDE STAB MAN OVER GUARD - THEN WORK BACK TO DE/LBKR

*PREFER THIS PLAY IN ONE BACK SET WITH 3 WR's. ISOLATE TIGHT END ON DEF. END (CAN FLY THIS) -
GET SURGE ON DEFNDR OVER GUARD WITH DOUBLE TEAM.

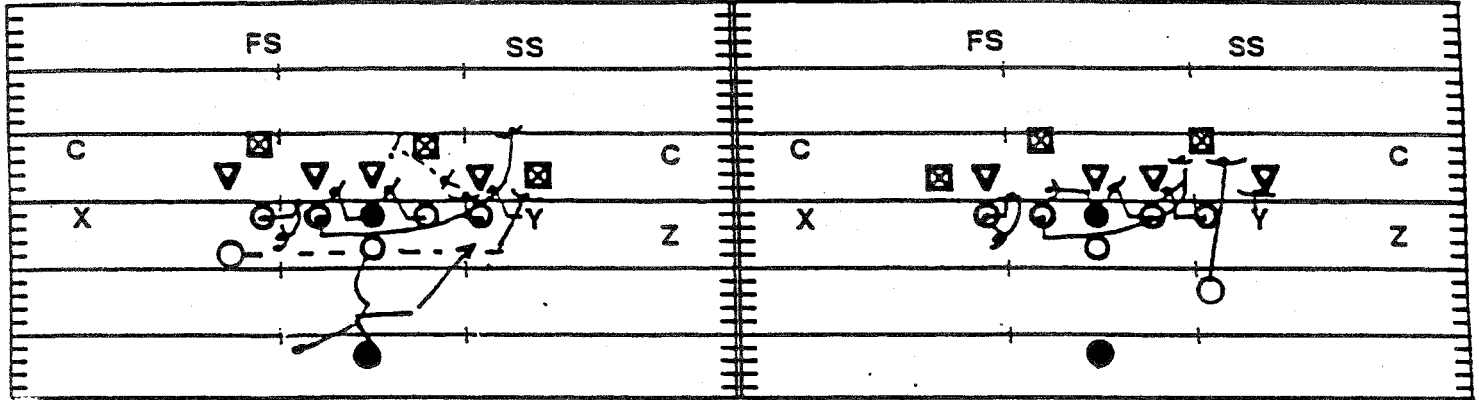
43 UNDER



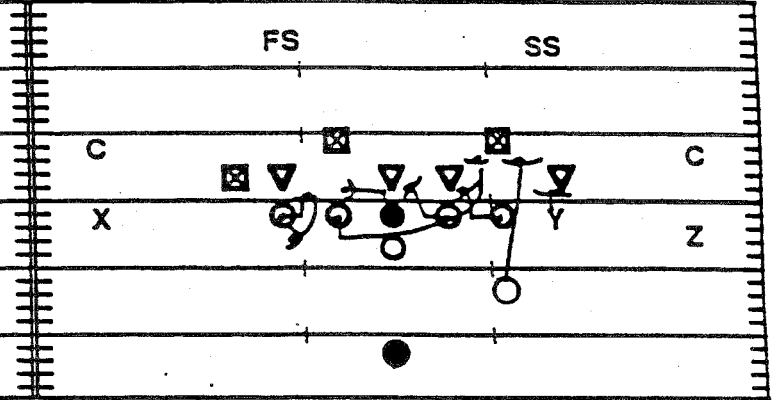
43 OVER



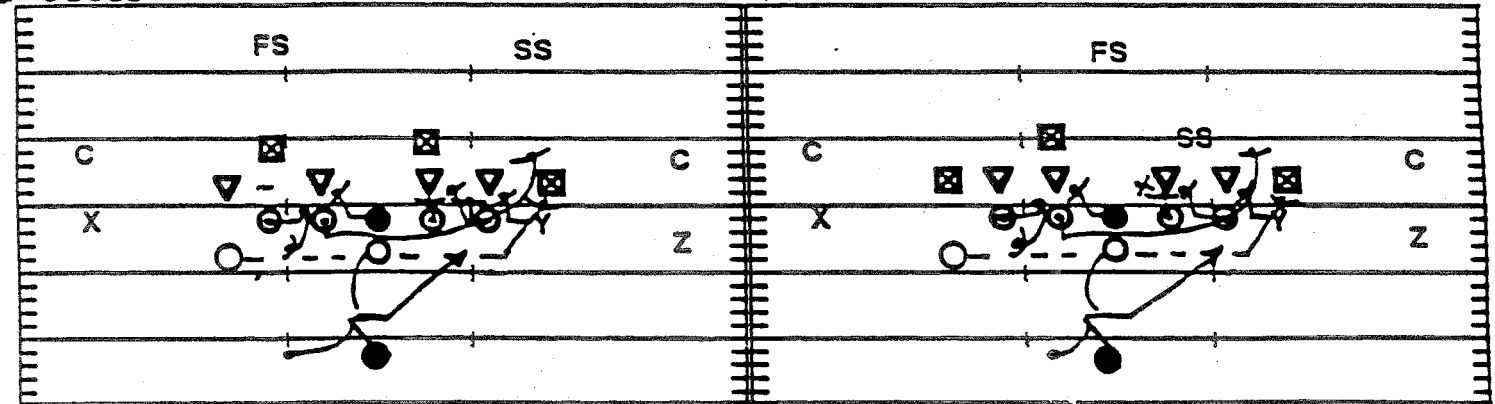
43 UNDER-COLT



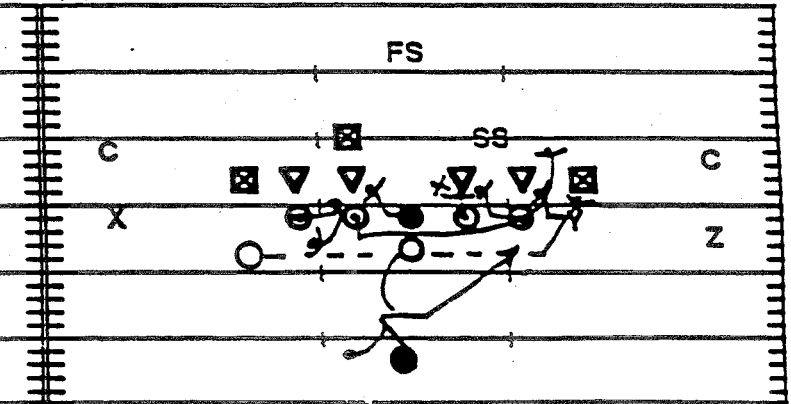
43 OVER-BOW



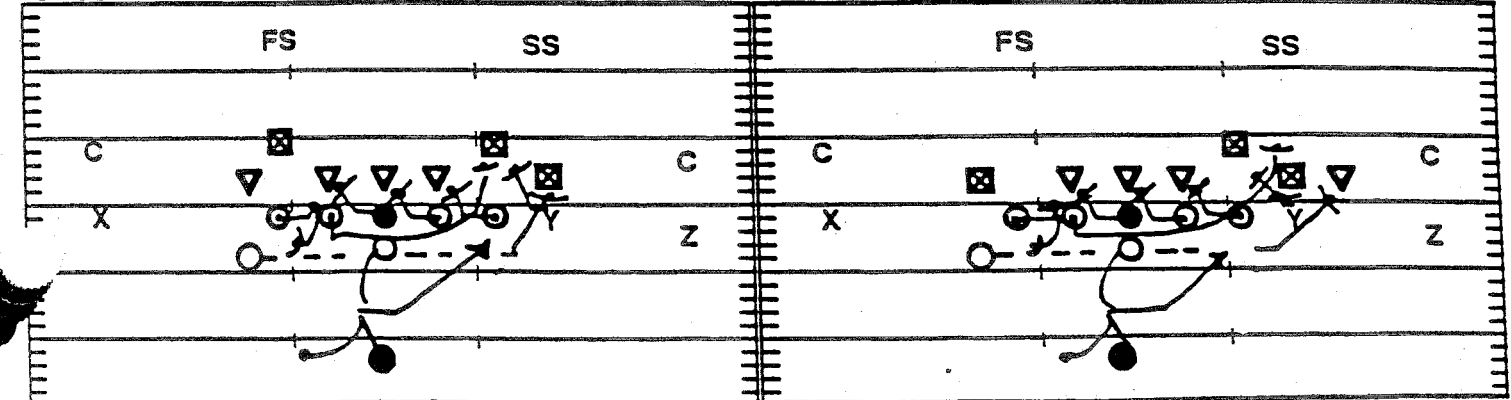
43 BOSS



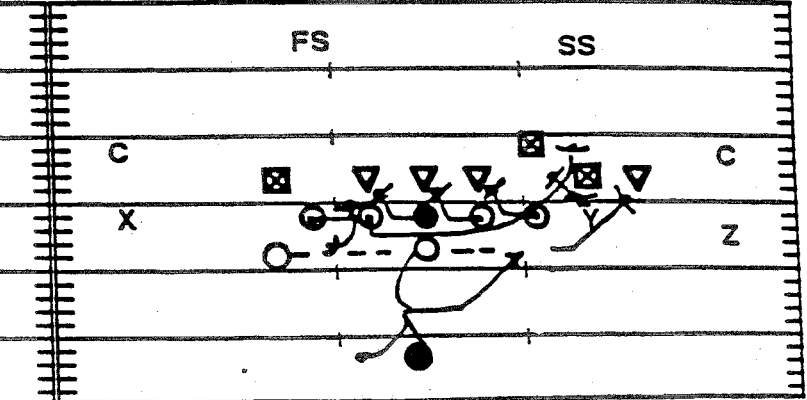
44



SOLID

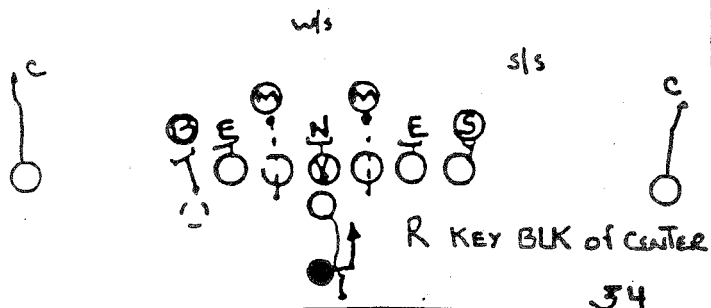


SOLID (BIG) DUBS

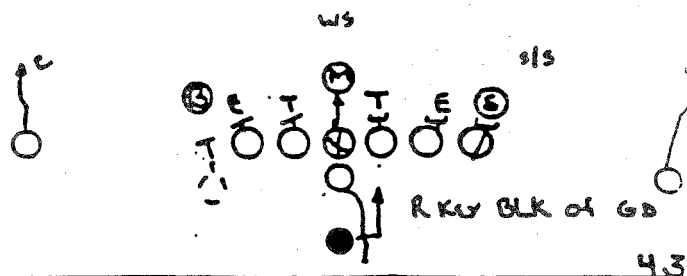


20/30 PAINT

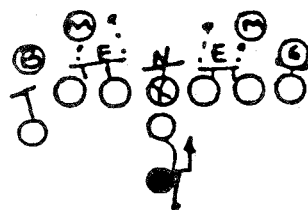
CALL: ZONE BLOCKING
ALERT STUNTS/DOGS
NOTE: PREVENT PENETRATION



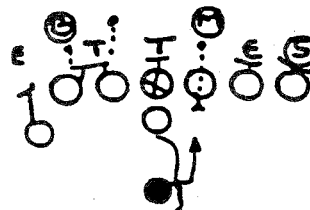
CALL: ZONE BLOCKING
ALERT STUNTS/DOGS
PREVENT PENETRATION



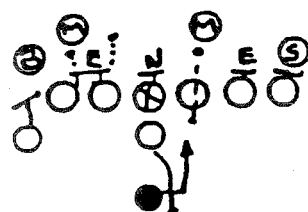
CALL: ZONE



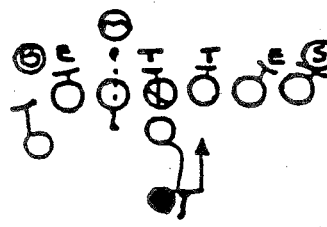
CALL: ZONE



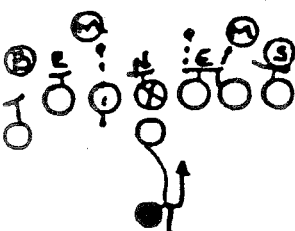
CALL: ZONE



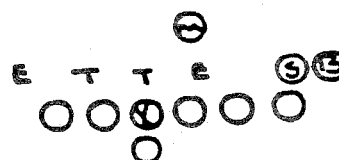
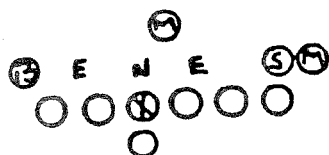
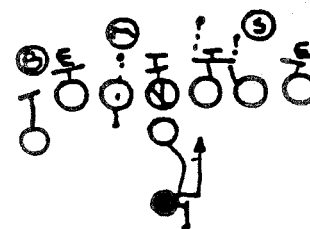
CALL: ZONE



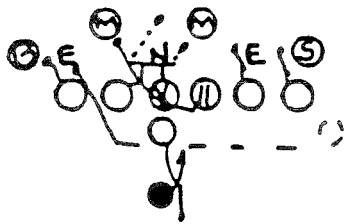
CALL: ZONE



CALL: ZONE

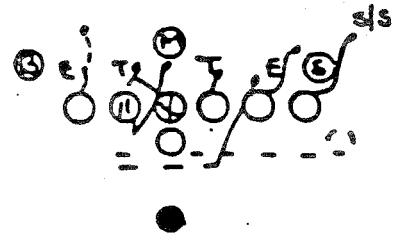


CALL: ACE/ADD



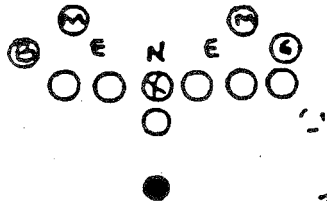
34

CALL: ChoKE

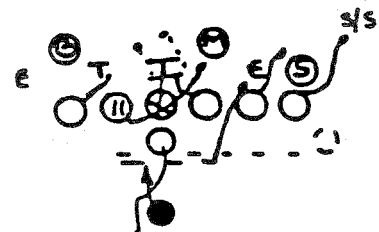


43

CALL: ACE/ADD

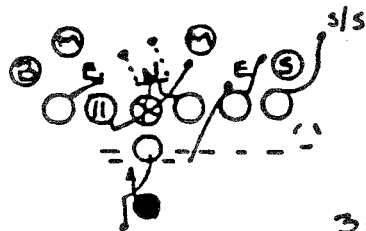


34 CHARGER



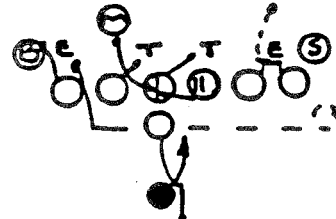
54

CALL: ACE/ADD



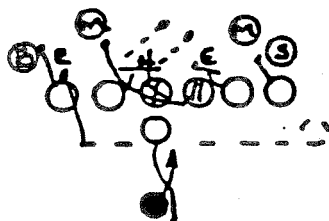
34 COLT

CALL: off (56)



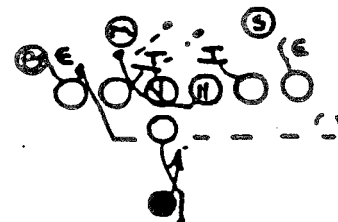
56

CALL: ACE/ADD

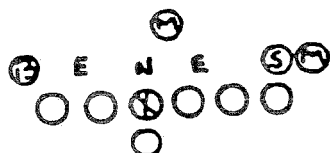


34 BOW

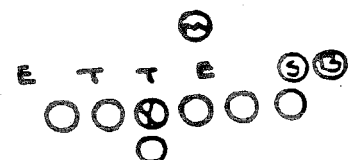
CALL: ACE/ADD (57)



57



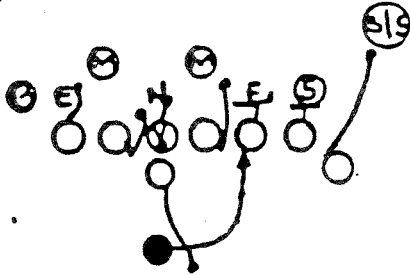
34 SOLID DUBS



SOLID DUB

CALL: READ ZONE (GB/TACKLE)
SCOOP

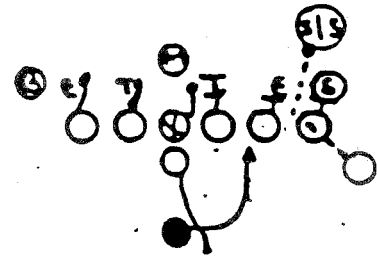
NOTE: R BACK KEY MAN OVER TACKLE
PRESS THE LOS.



34

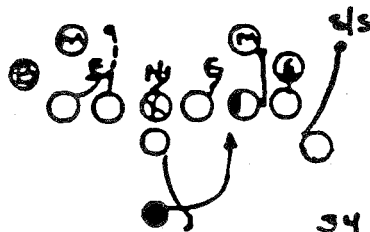
CALL: RAY ZONE (CENTER/GB)
CUTOFF

NOTE: R BACK KEY MAN OVER TACKLE
PRESS THE LOS.



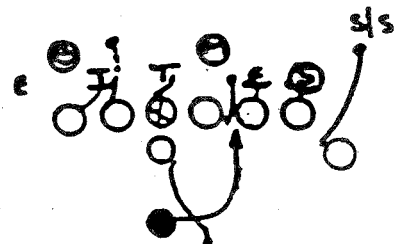
4

CALL: READ ZONE (TACKLE/Y)
SLIP



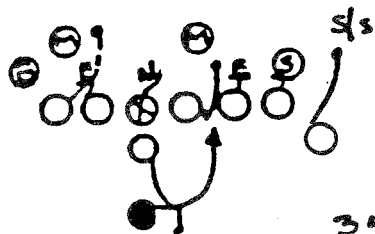
34 CHARGER

CALL: READ ZONE
SLIP



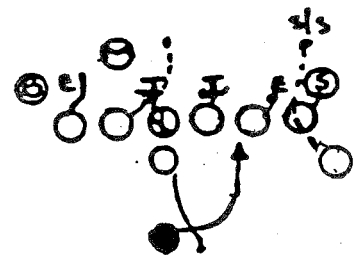
5

CALL: READ ZONE
SLIP



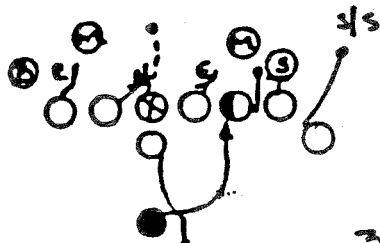
34 COLT

CALL: MAN
SCOOP



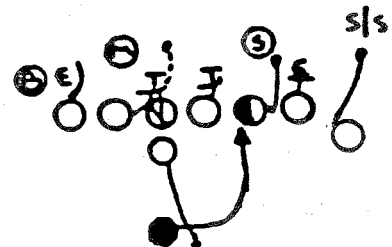
56

CALL: READ ZONE
SCOOP



34 BOW

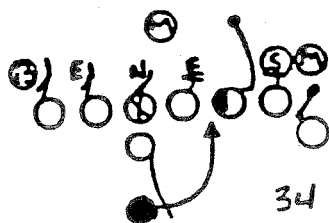
CALL: READ ZONE
SCOOP



57

CALL: READ ZONE

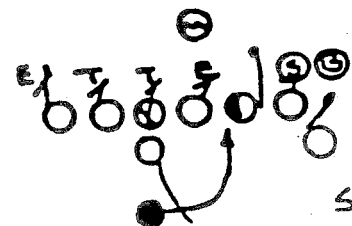
NOTE: BLKING BACK ALERT TO BLK OUTSIDE
DUBS BACKER ON DUBS CALL.



34 SOLID DUBS

CALL: READ ZONE

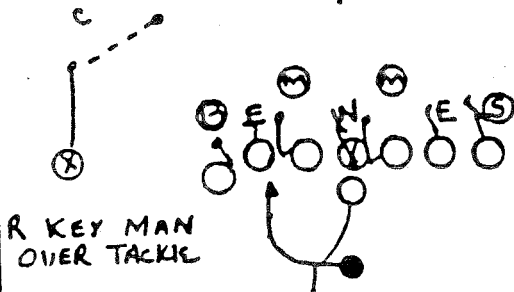
NOTE: BLKING BACK ALERT TO BLK OUTSIDE
DUBS BACKER ON DUBS CALL.



SOLID DUB

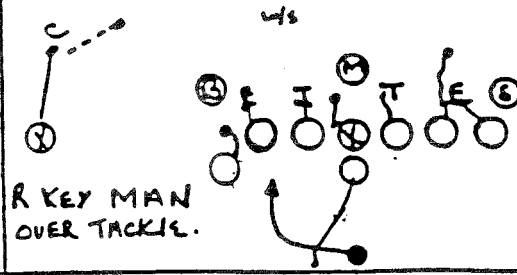
40/50 BELLY

CALL: READ ZONE
SCOOP
X- BLK MOST DANGEROUS OF C/W.S
w/s



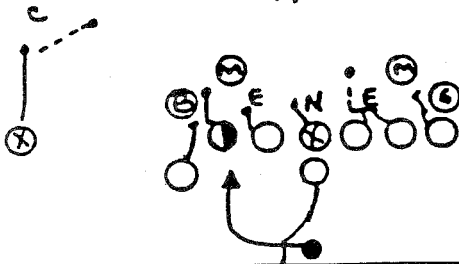
34

CALL: LENNY ZONE
COMBO
X- BLK MOST DANGEROUS OF C/W.S
w/s



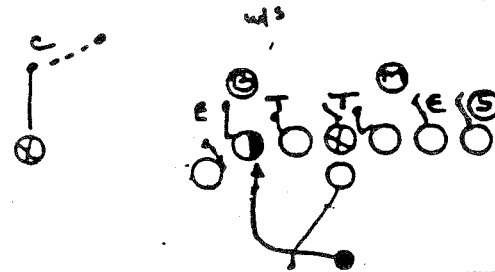
43

CALL: READ ZONE
SLIP
NOTE: BLKING BACK CAN USE 2 STEP MOTION
w/s



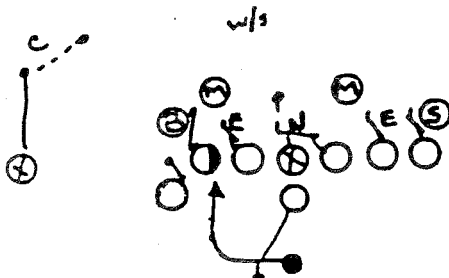
34 CHARGER

CALL: READ ZONE
SCOOP
NOTE: BLKING BACK CAN USE 2 STEP MOTION
w/s



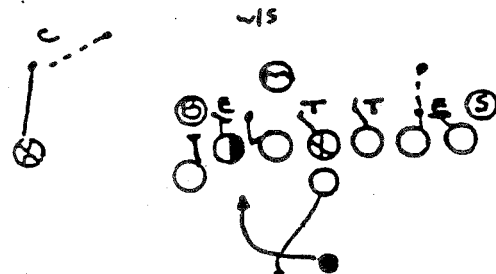
54

CALL: READ ZONE
SCOOP



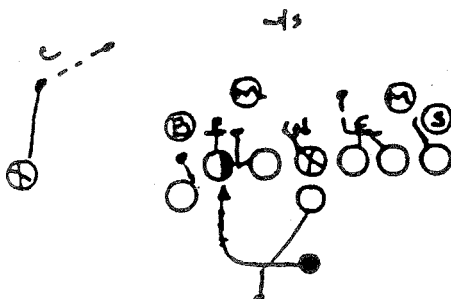
34 COLT

CALL: READ ZONE
COMBO



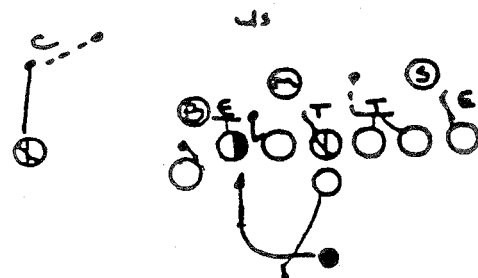
56

CALL: READ ZONE
SLIP



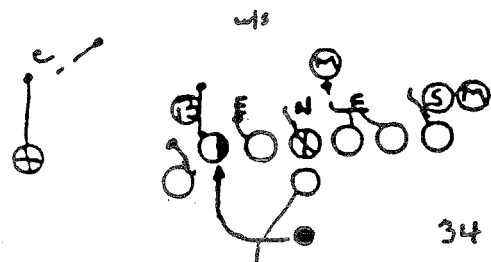
34 BOW

CALL: READ ZONE
SLIP



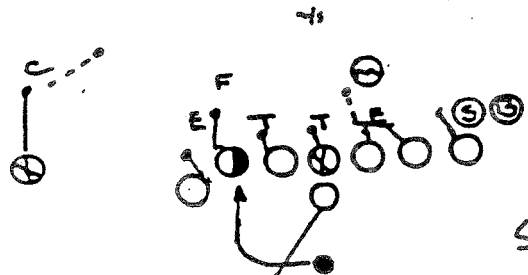
57

CALL: READ ZONE
SLIP



34 SOLID DUB

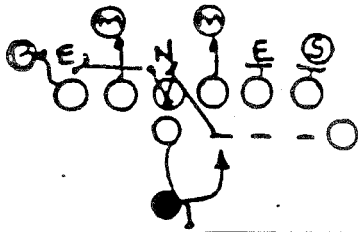
CALL: READ ZONE
SLIP



SOLID DUB

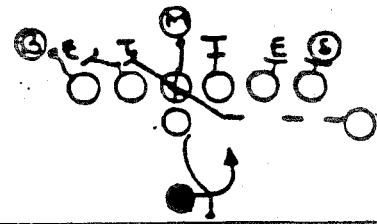
40/50 LEAD NOSE

CALL: ODD
BANG MOVEMENT
R KEY MAN OVER TACKLE
PRESS LOS.



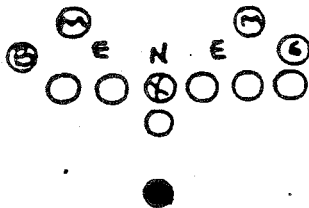
34

CALL: EVEN
R KEY MAN OVER TACKLE
PRESS LOS.

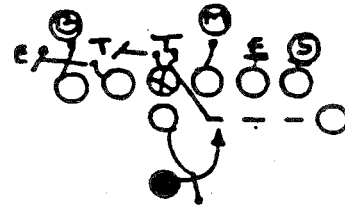


43

CALL: ODD
BANG

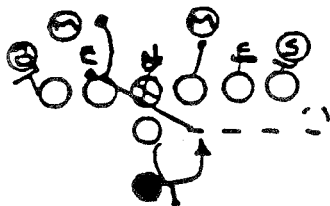


34 CHARGER



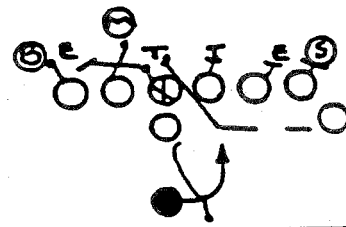
54

CALL: CUT
BANG
R KEY MAN OVER TACKLE ON 'CUT' CALL.



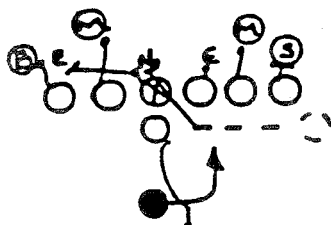
34 CUT

CALL: ODD
BANG



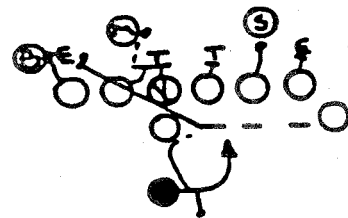
56

CALL: ODD
BANG

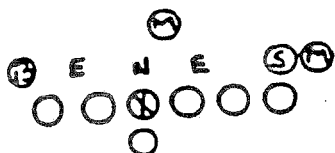


34 BOW

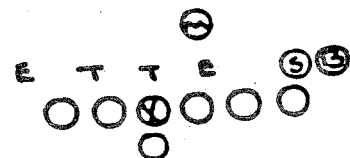
CALL: CUT
BANG



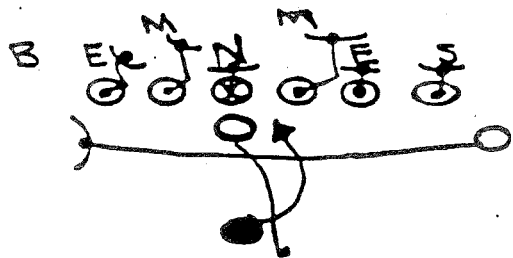
57



34 SOLID PUSH

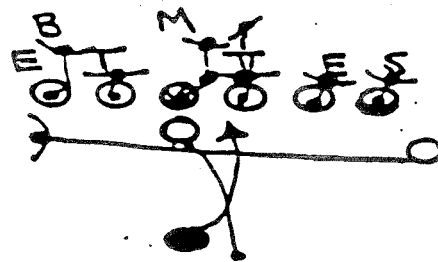


SOLID DUE



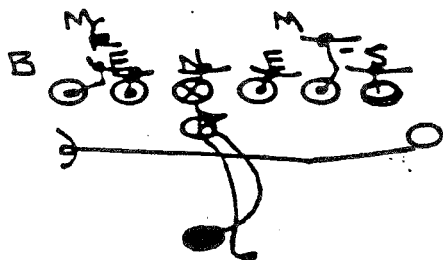
P. - QB get depth - DONT CUT "R" OFF
 1 - "OL" - SELL "GUT"

34

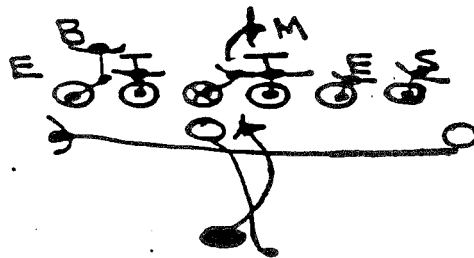


ALERT - IF 2 MEN OUTSIDE OF
 TACKLE - CHECK OUT OF

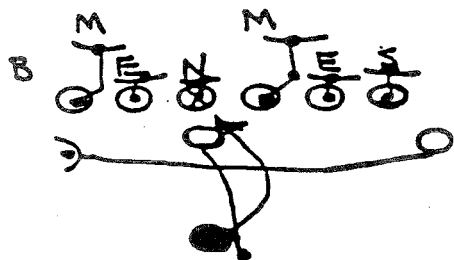
43



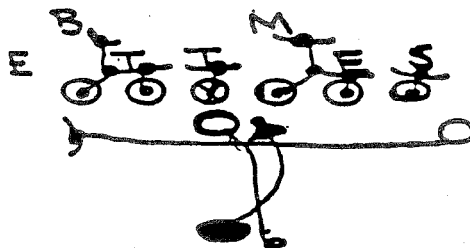
34 charger



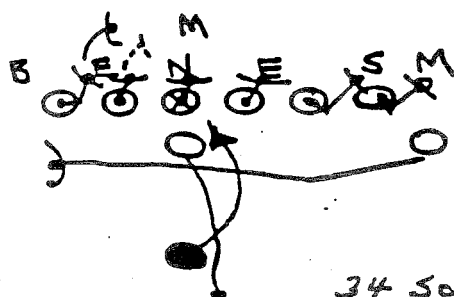
44



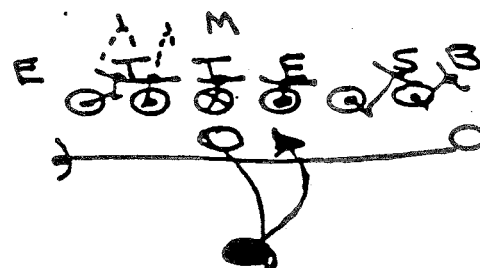
34 COLT



54



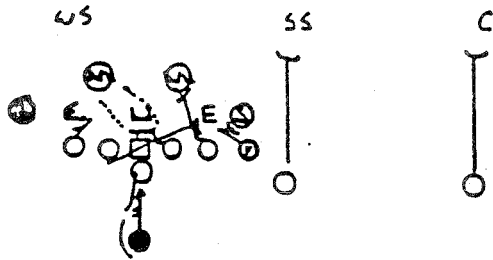
34 Solid Dubs



Solid Du

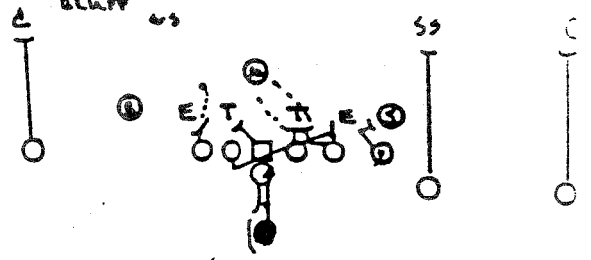
40/50 KICK

CALL: ACE / ADD
BLUFF



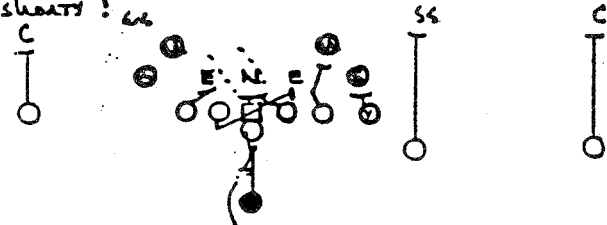
34

CALL: DUCE / ADD
BLUFF



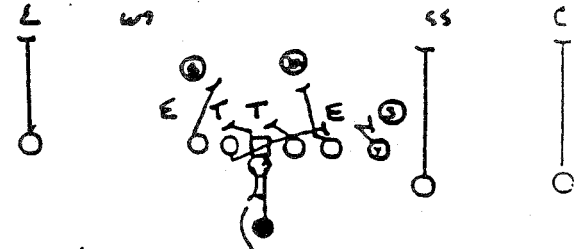
43

CALL: ACE / ADD
(Possible OFF)
SHORTY!



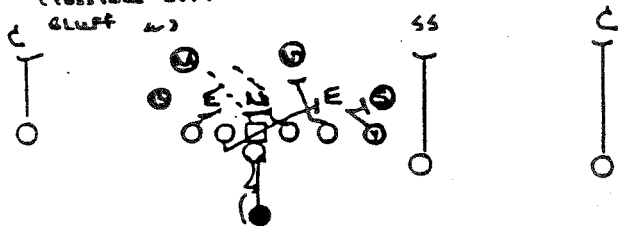
34 CHARGER

CALL: OFF
BLUFF



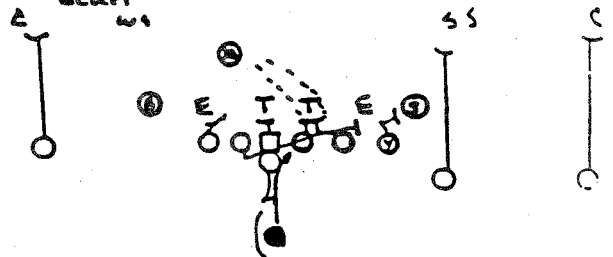
54

CALL: ACE / ADD
(Possible OFF)
BLUFF



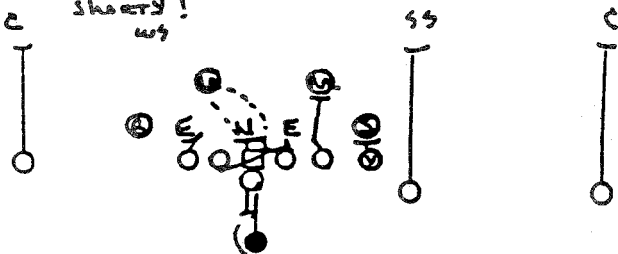
34 COLT

CALL: DUCE / ADD
BLUFF



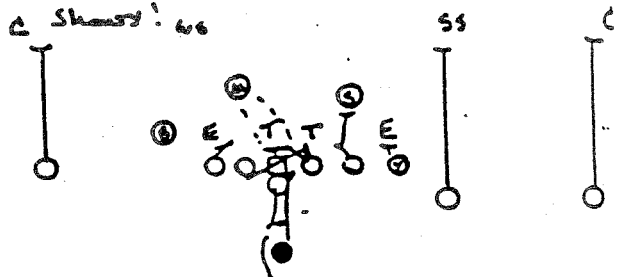
56

CALL: ACE / ADD
SHORTY!



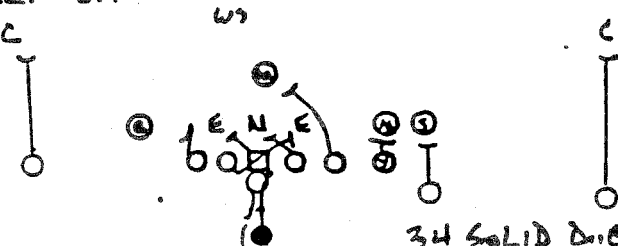
34 BOW

CALL: ACE / ADD
SHORTY!



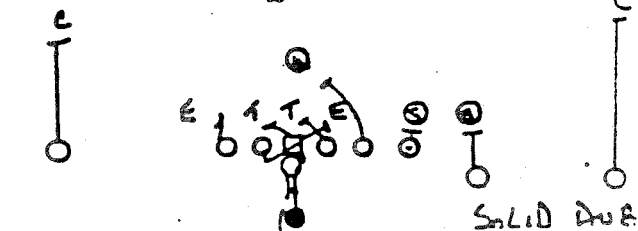
57

CALL: OFF



34 SOLID DUB

CALL: OFF

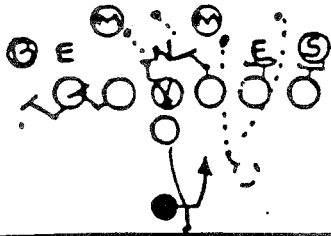


SOLID DUB

40/50 OVERDRAW

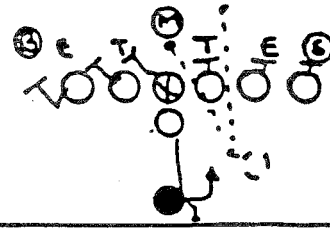
NOTE: CHARLEY PROTECTION BLOCKING

CALL: SLIDE (CON-GO DELAY ACE)
BLKING BACK KEY BLK OF TACKLE
VS. ODD ALIGN.



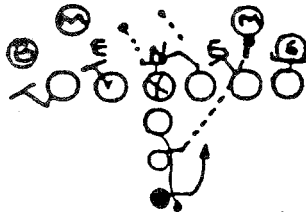
34

CALL: SLIDE
BLKING BACK KEY BLK OF GUARD
VS. EVEN ALIGN.



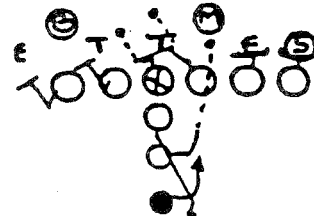
43

CALL: SLIDE (LION)



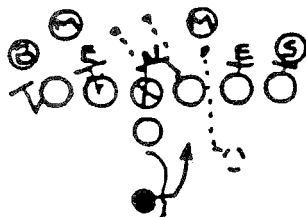
34 CHARGER

CALL: SLIDE



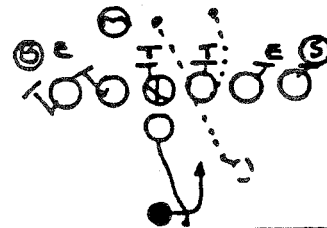
54

CALL: SLIDE



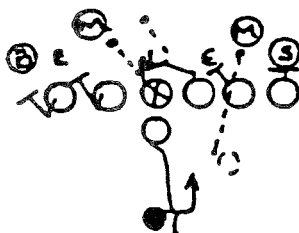
34 COLT

CALL: BASE / FAN



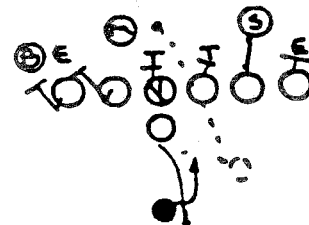
56

CALL: SLIDE (LION)



34 BOW

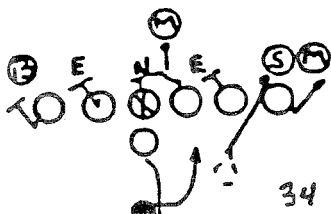
CALL: BASE / FAN



57

CALL: SLIDE (LION)

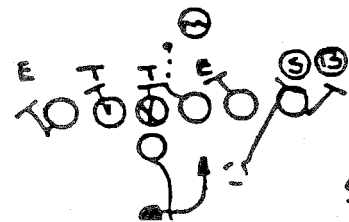
NOTE: DUBS ALIGNMENT Y BLK WIDEST L.B.
BLKING BACK BLK INSIDE DUBS L.B.



34 SOLID DUBS

CALL: SLIDE (LION)

NOTE: DUBS ALIGNMENT Y BLK WIDEST L.B.
BLKING BACK BLK INSIDE DUBS L.B.



SOLID DUB.

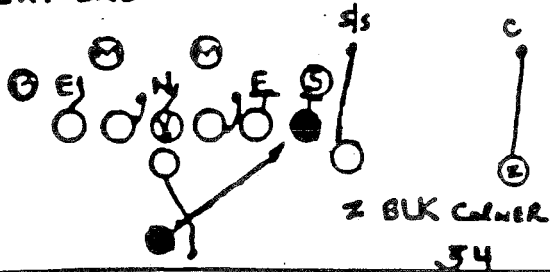
60/70 OUTSIDE

CALL: READ ZONE

SCOOP

Z BLK CORNER BLKING BACK BLK S/S

NOTE: R BACK HITCH KICK AND KEY MAN OVER TIGHT END

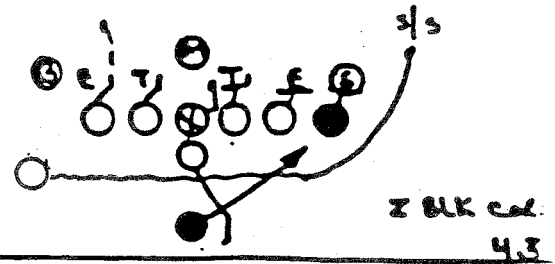


CALL: RAY ZONE

SIFT

Z BLK CORNER BLKING BACK BLK S/S

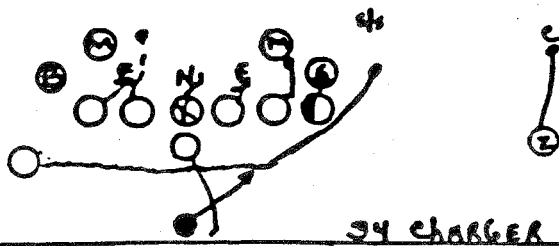
NOTE: WE CAN USE MOVEMENT WITH BLKING SA



CALL: READ ZONE

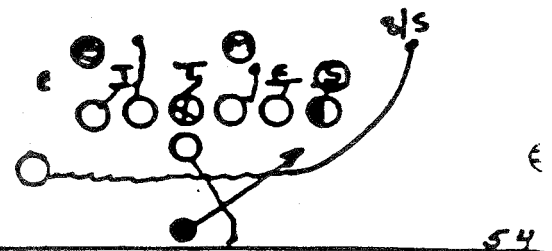
SLIP

NOTE: WE CAN USE MOVEMENT WITH BLKING BACK



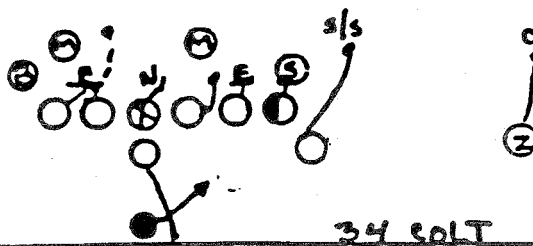
CALL: READ ZONE

SLIP



CALL: READ ZONE

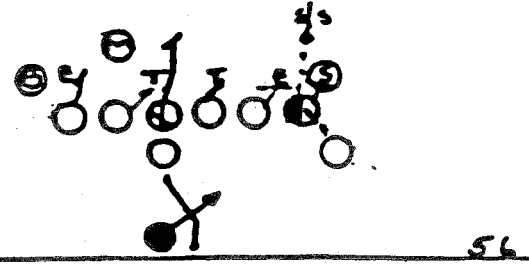
SLIP



CALL: MAN

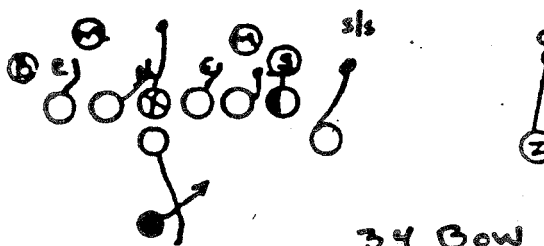
SCOOP

NOTE: BLKING BACK AHEAD LOCATION OF S/S.



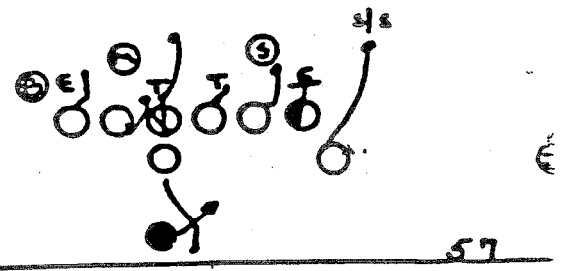
CALL: READ ZONE

SCOOP



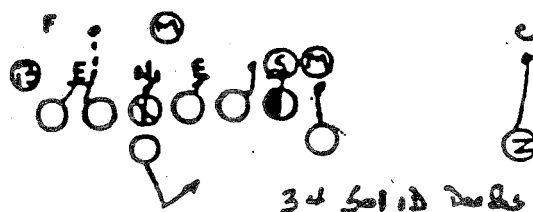
CALL: READ ZONE

SCOOP



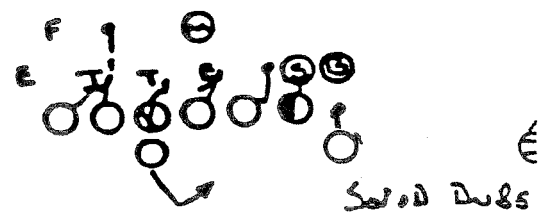
CALL: READ ZONE

SLIP



CALL: READ ZONE

SLIP

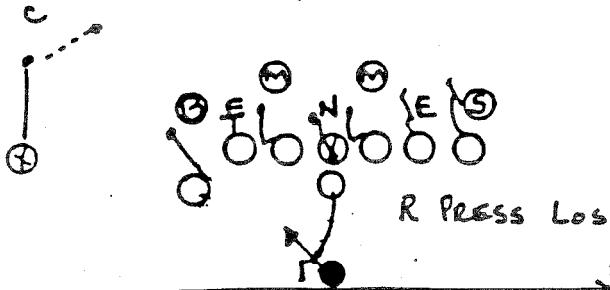


60/70 BOUNCE

CALL: READ ZONE

SCOOP

X BLOCK MOST DANGEROUS OF CORNER/WIS
R BACK KEY BLOCK OF BLOCKING BACK
WIS

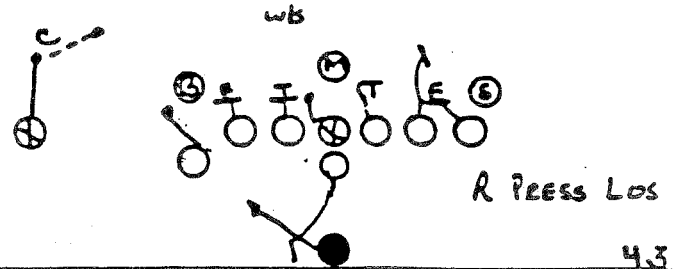


34

CALL: LENNY ZONE

COMBO

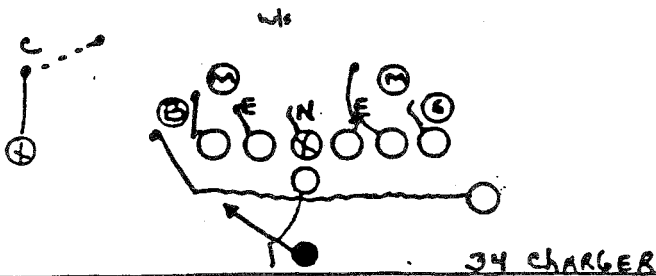
X BLOCK MOST DANGEROUS OF CORNER/WIS
R BACK KEY BLOCK OF BLOCKING BACK



4.3

CALL: READ ZONE

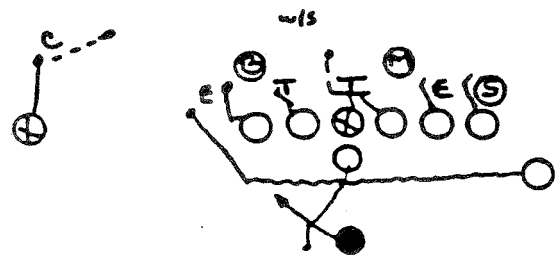
SLIP



34 CHARGER

CALL: READ ZONE

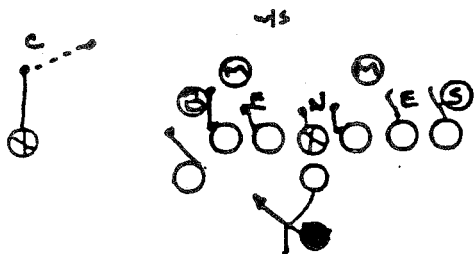
SCOOP



54

CALL: READ ZONE

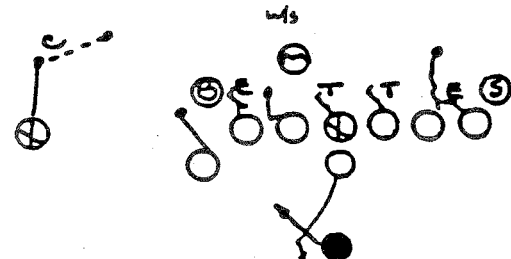
SCOOP



34 COLT

CALL: READ ZONE

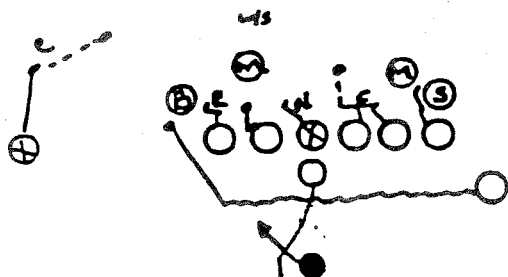
COMBO



56

CALL: READ ZONE

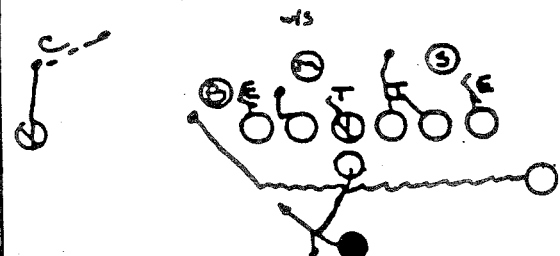
SLIP



34 GOW

CALL: READ ZONE

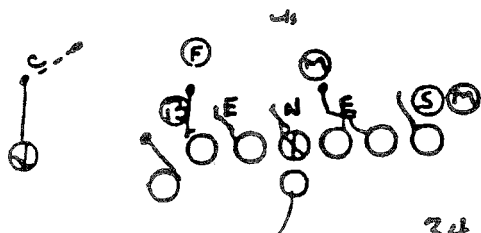
SLIP



57

CALL: READ ZONE

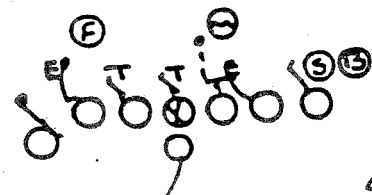
SLIP



34 Solid Dubs

CALL: READ ZONE

SLIP



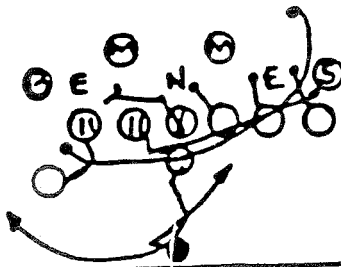
Solid Dubs

CIR GAP

CALL: TREY. GAP (ON TACKLE MAKES CALL)

NOTE: BLKING BACK RULE (SEAL BLOCK RULE)

< VOID OVER GD BLK END MAN ON LOS
< GD CURED BLK MAN OVER TACKLE ON LOS

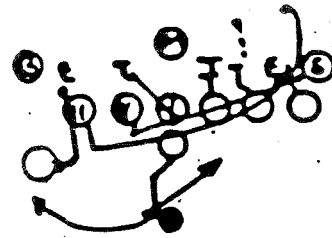


2 BLK Colored
34

CALL: DUCE-GAP

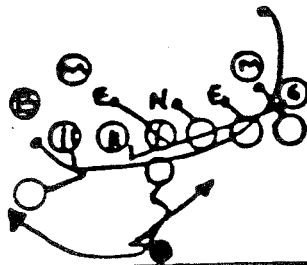
NOTE: BLEND BACK RULE (REAL BLOCK RULE)

GO COULDED BLK MAN OVER TACKLE PH LOS
VOID OVER GO BLK END MAN PH LOS



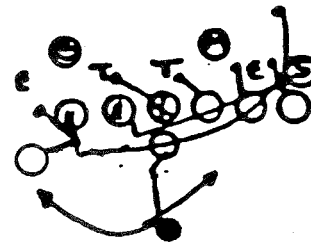
2 BLK Colne.
43

CALL: ANGIE



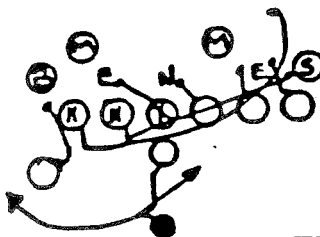
34 CHARGE

CALL: TREY-GAP



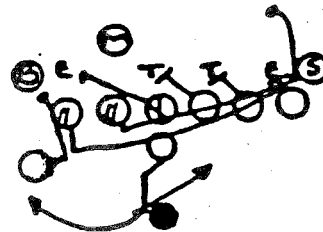
54

CALL: TREY. GAP



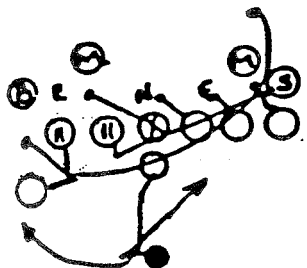
34 SOLI

CALL: ANGEL



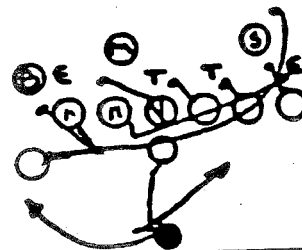
56

CALL: ANGIE



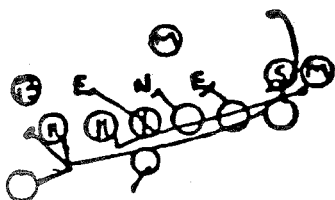
34 Bow

Call: ANGIE



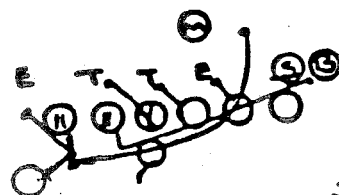
52

CALL: ANGIE



34 Solid Dubs

Call: ANGLE

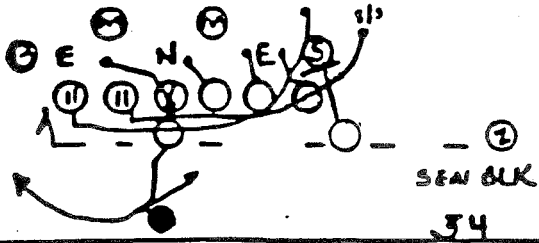


So Lid Qub.

CTR LOAD

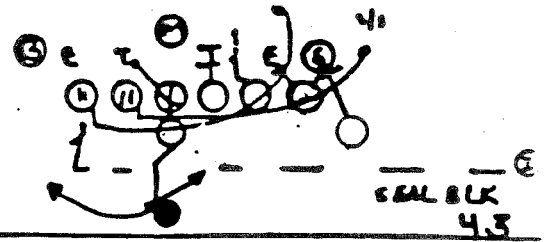
CALL: TREY. GAP
LOAD

OTL: PULLING GO BLK S/S ON LOAD CALL.
SEAL BLOCKER RULE:
VOID OVER GO BLK END MAN ON LOS
< GO CROSSED BLK MAN OVER BACK ON LOS

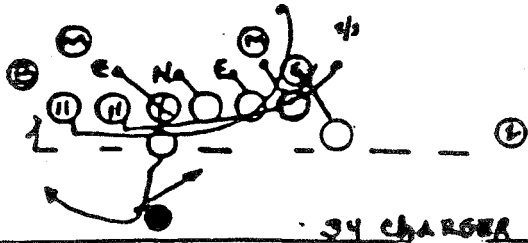


CAN: DUCE-GAP
LOAD

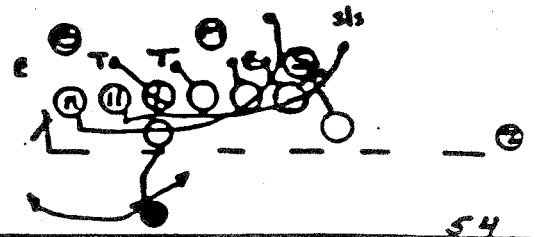
NOTE: PUNCH CD BLK W/S ON LOAD CALL
SEAL ALCEIR RULE:
CD COVERED BLK MAN OVER THERE ON LOS
VOID OVER CD BLK END MAN ON LOS



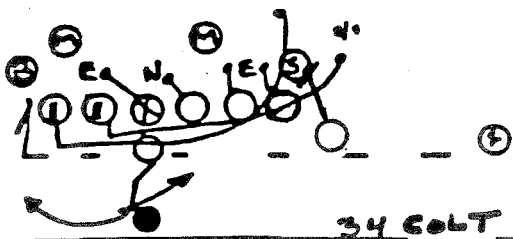
CALL: ANGIE
LOAD



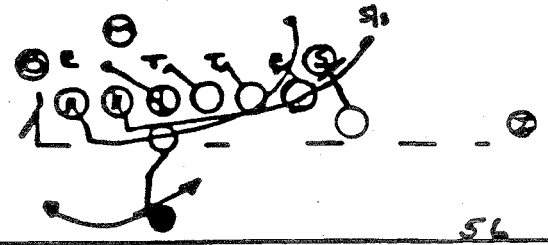
CAR: TREY-GAP
LOAD



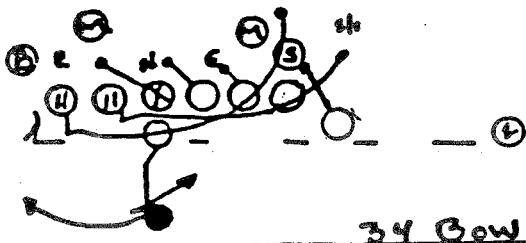
CALL: TREY-GAP
LOAD



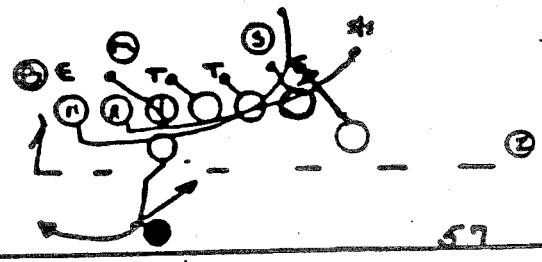
CAN: ANGLE
LOAD



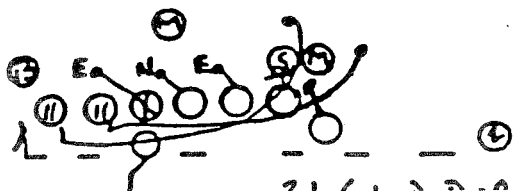
CAN: ANGLE
LOAD



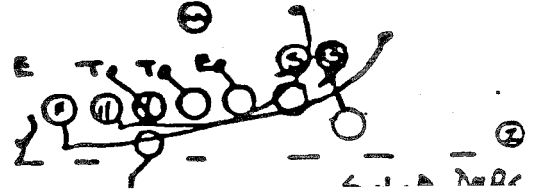
CAN: ANGLE
LOAD



CALL: ANGLE
LOAD



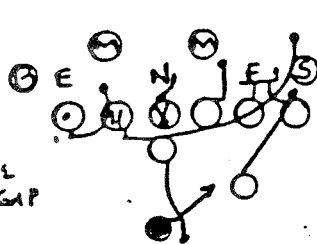
CNI: ANGLE
LOAD



60/70 POWER O

CALL: TREY

BLKING BACK TRAP MAN OVER TIGHT END
O' GO PULL TIGHT TO LOS - TURN UP OFF DBL TEAM
OFF TACKLE PULL SEAL

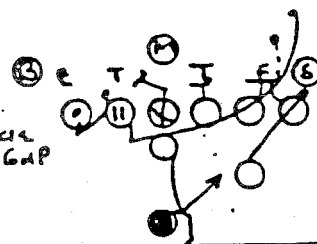


BLOCK CORNER

34

CALL: TREY

BLKING BACK TRAP MAN OVER TIGHT END
O' GO PULL TIGHT TO LOS - TURN UP OFF DBL TEAM
OFF TACKLE PULL SEAL

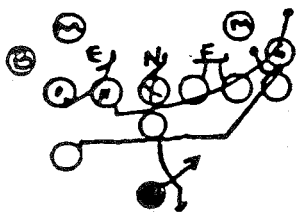


BLOCK CORNER

43

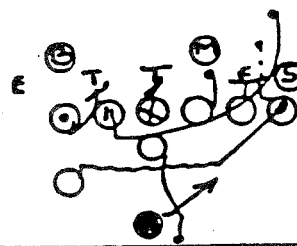
CALL: DUCE

TIGHT END BLOCK INSIDE WHEN VOID OVER TACKLE



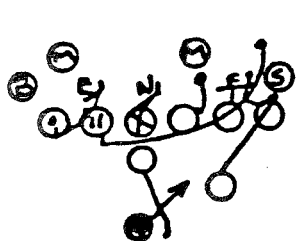
34 CHARGER

CALL: TREY



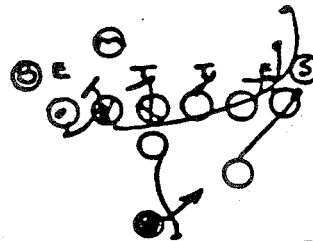
54

CALL: TREY



34 COLT

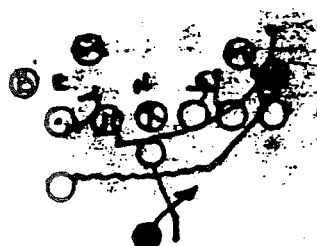
CALL: TREY



56

CALL: DUCE

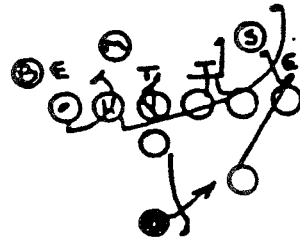
TIGHT END BLK INSIDE WHEN VOID OVER TACKLE



34 BOW

CALL: DUCE

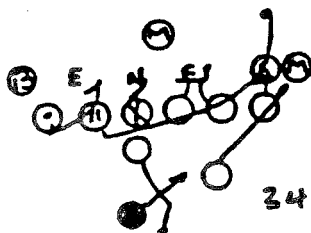
TIGHT END BLK INSIDE WHEN VOID OVER TACKLE



57

CALL: DUCE

NOTE: TIGHT END BLK BACKER OVER VS. DUBS
BLKING BACK BLK OUTSIDE DUB BACKER

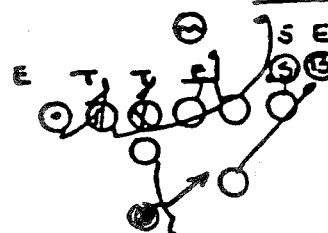


34 SOLID DUBS

CALL: DUCE

NOTE: TIGHT END BLOCK MAN OVER VS. ANY DUBS
BLKING BACK BLK OUTSIDE PORTION OF DUBS

NOTE: BIG DUBS

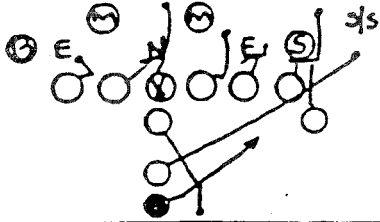


SOLID DUBS

80/90 POWER

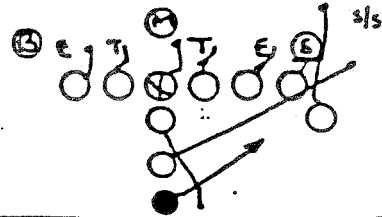
CALL: FOUR/ADD
READ
SCOOP
PULL SEAL

NOTE: BLKING BACK BLK SECONDARY FORCE
R BACK KEY MAN OVER TIGHT END



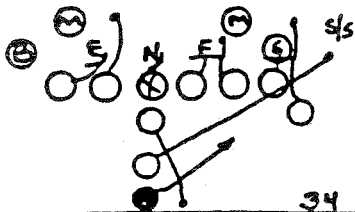
34

CALL: FOUR/ADD
RAY
CUTOFF



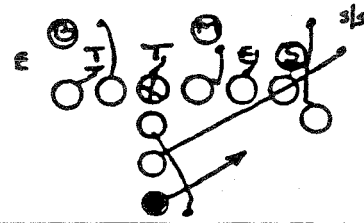
43

CALL: FOUR/ADD
DEUCE
SLIP



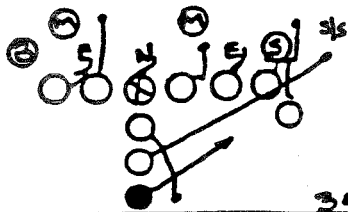
34 CHARGER

CALL: FOUR/ADD
READ
SLIP



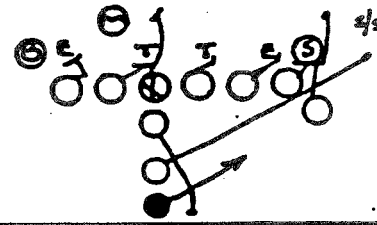
54

CALL: FOUR/ADD
READ
SLIP



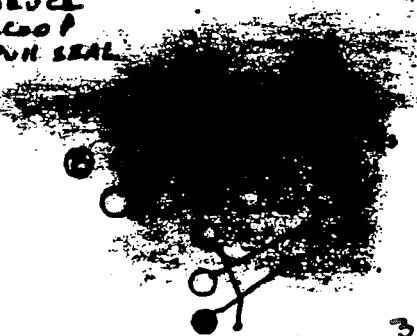
34 COLT

CALL: FOUR/ADD
BASE
SCOOP
PULL SEAL



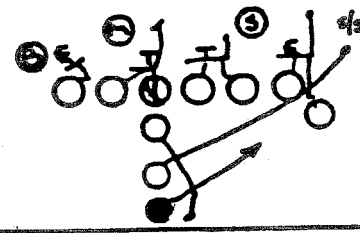
56

CALL: FOUR/ADD
DEUCE
SCOOP
PULL SEAL



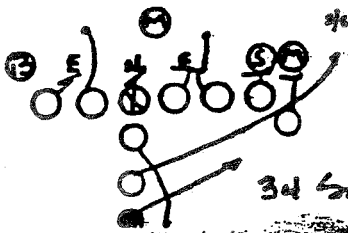
34 BOW

CALL: FOUR/ADD
DEUCE
SCOOP
PULL SEAL



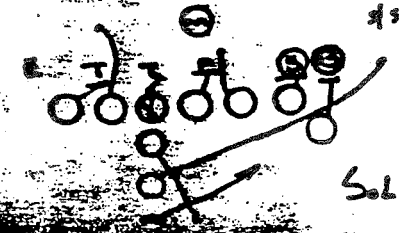
57

CALL: BASE
DEUCE/ADD
SLIP



34 SOLID DUBS

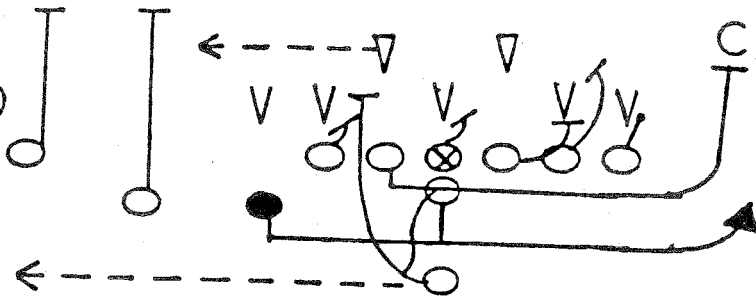
CALL: BASE
DEUCE/ADD
SLIP



SOLID DUBS

OTHER RUNS TO BE ADDED

1. "H-AROUND"
(@ 8 or 9)

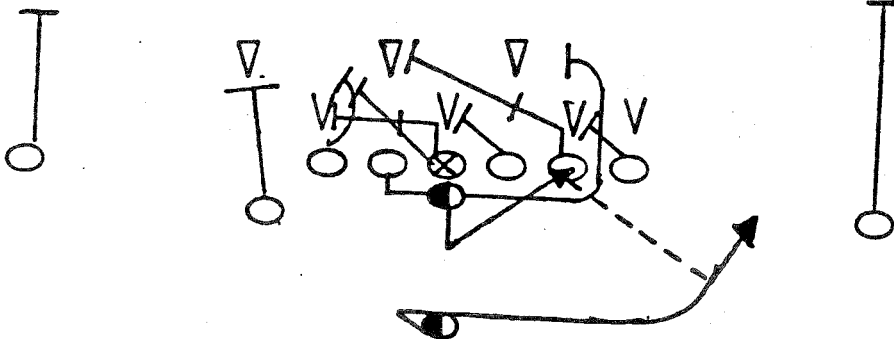


* we don't
motion RB anymore
now run like skin
did (fake inside
zone 4. & hand
back to HB)

۱۲۳

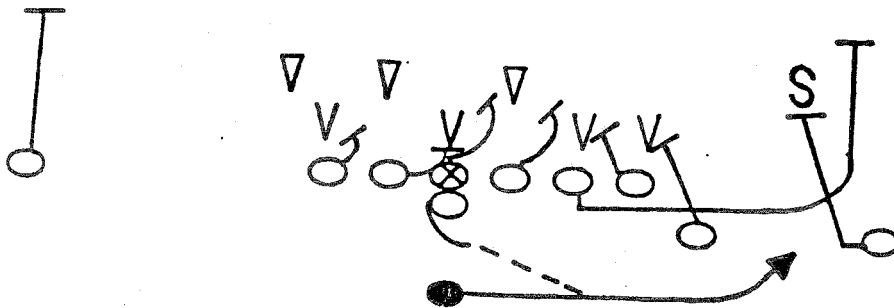
NOTE: THIS GIVES US A VERY EFFECTIVE PLAY AWAY FROM MOTION (QB CTR. IS OUR BEST PLAY TO MOTION). LINE BLOCKS EXACTLY LIKE THE 6-7 OUTSIDE PLAY EXCEPT FOR THE PULLING GUARD (IF ILB DOESN'T RUN WITH MOTION, WE CAN RUN IT FROM THE 4-5 GUT FAKE & RB CAN BLOCK LB). THE QB BACKS OUT 2 STEPS (LOOKING LB'S OFF ON PASS READ) AND TURNS TO HAND BACK TO THE HB.

2.. 6-7 OPTION



NOTE: THIS IS A GREAT PLAY VS. MAN COVERAGE (ESPECIALLY "BLITZ LOOKS"). THE LINE BLOCKS COUNTER GAP BLOCKING WITH THE EXCEPTION OF THE OFF G (WHO LEADS INSTEAD OF TRAPS) & THE OFF T (WHO CUTS OFF BACKSIDE RATHER THAN LEADING). THE QB BACKS OUT 2 STEPS (LOOK OFF LB'S ON PASS READ) THEN OPTIONS END. THE RB TAKES THE COUNTER GAP STEP, THEN ESTABLISHES THE PITCH RELATIONSHIP ON THE QB.

3..8-9 Toss

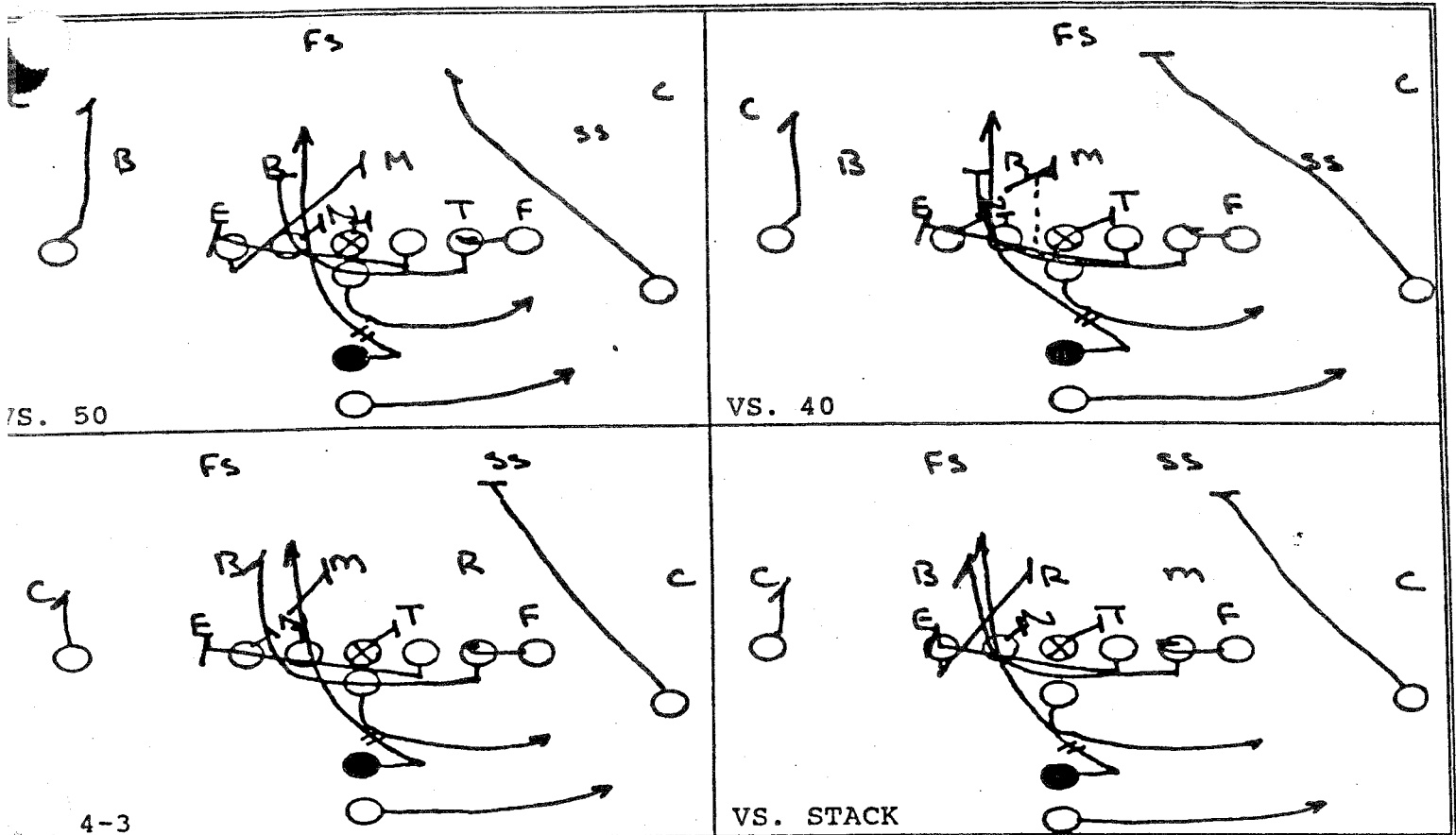


Big Play
for skins
in late
1980's

NOTE: FLANKER CRACKS RUN SUPPORT. H & Y GAP BLOCK (LIKE COUNTER GAP). ON T PULLS & LEADS ON DEEP 1/3 DEFENDER. THE REST OF THE LINE BLOCKS LIKE 6-7 OUTSIDE. THIS HAS BEEN OUR MOST PRODUCTIVE WIDE PLAY OVER THE YEARS, AND COULD BE SUBSTITUTED FOR THE OPTION.

PLAY:

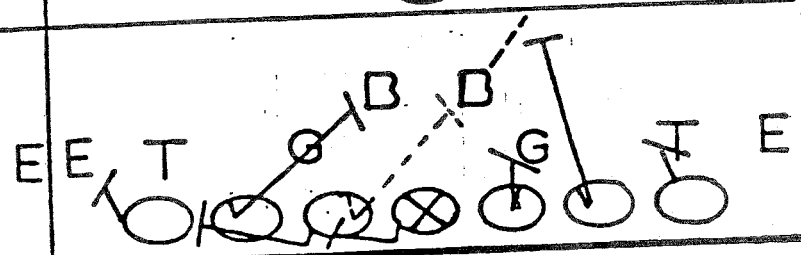
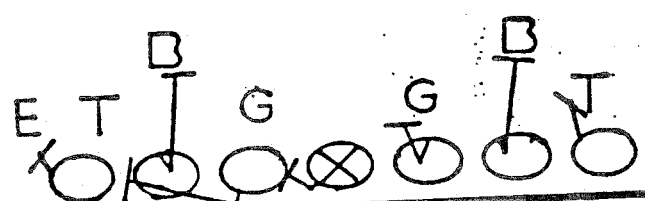
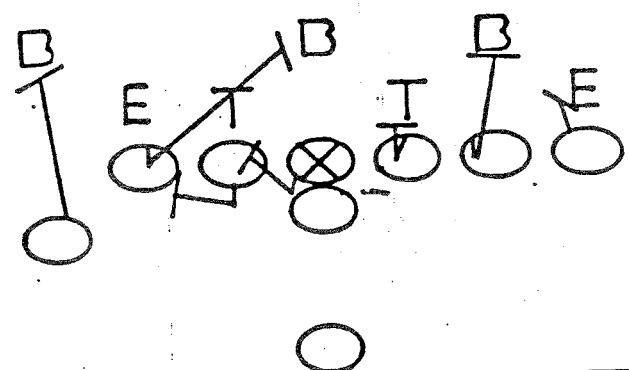
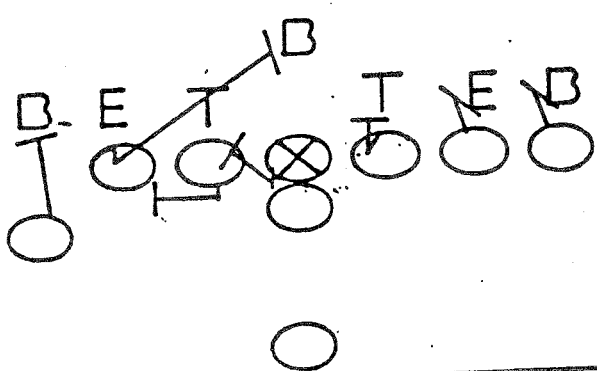
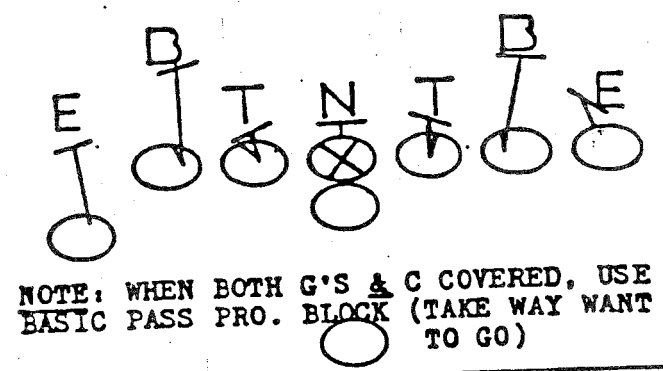
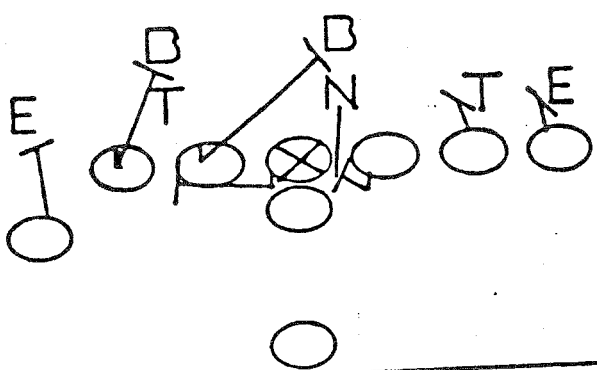
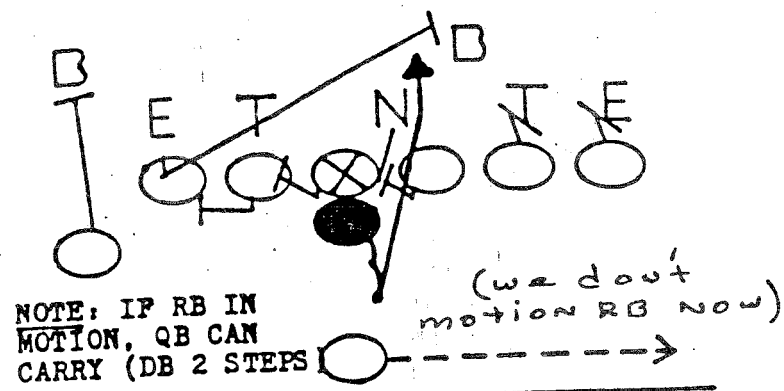
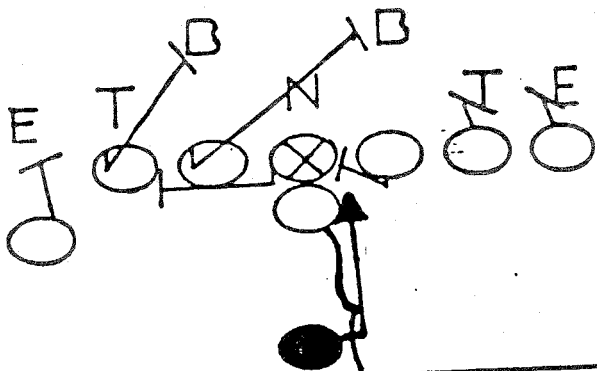
20-21 Con Toss



ON TACKLE	If guard gives you a 3 call then zone chip with him to BSLB. If guard gives you a 2 call, influence last man on LOS and then block BSLB.
ON GUARD	If covered make either a 2 or 3 call to tell tackle the scheme. If uncovered block down and NG off the midline.
C	If covered punch NG and secure backside A gap. If uncovered block back to fill for pulling guard.
OFF GUARD	Pull and kick out last man on LOS. Be sure to get your head on defender's thigh. Don't allow defender to wrong arm and come under.
OFF TACKLE	Pull and turn up square through first opening past the midline. Get your shoulder square, accelerate through the hole and block most dangerous.
T	Pull with tackle and cut off down to the B Gap. You can clip if you need to. If no one shows hinge back and block most dangerous.
X	Block #1
Z	Block middle 1/3 or backside 1/2
B	Cheat depth to 5 yards. Slide step, shuffle and plant away from call side. Aiming point is playside A Gap. Stay on line until you reach LOS. Read OT.
A	Execute Toss Fake away from playside.
QB	Execute Toss Fake away - Make inside hand-off to "B" Back. Boot away.
H	

10-11 DRAW/TRAP
(RB OR QB)

NOTE: CAN BE RUN WITH BASIC 10-11 BLOCKS ALSO
(PARTICULARLY IF OPPONENT BLITZES OFTEN)



- X & Z: MAN OVER.
- H & Y: SET INSIDE ON MAN OVER (PUSH IF OFF LOS).
- ON T: SET INSIDE ON MAN OVER (PUSH IF OFF LOS).
- ON G: TEEN PASS SET & BLOCK DOWN ON NOSE: IF COVERED BLOCK MAN OVER.
- C: TEEN PASS SET & TURN WEAK FOR 1st. MAN ON LOS.
- OFF G: TEEN PASS SET & BLOCK LB ON OTHER SIDE OF C; IF COVERED BLOCK 2nd. MAN ON LOS.
- OFF T: TEEN PASS SET & BLOCK LB (FROM ON YOU TO YOUR INSIDE).
- RB: QUICK JAB STEP & GO: READ BLOCK OF ON G.

Q&A Nov:

KEEP EYES DOWNFIELD UNTIL HAND-

PASS PROTECTION TERMS AND CALLS

TERMS:

- DUAL READ:** Used by Center/Guard on certain protections. Check the LBer over--if he does not rush, check the outside Backer to the side or widest defender. Note: Used on Scat, Scram and Flash/Lighting protections.
- BIG DUAL:** Used by Tackle on certain protections. Check the LBer over--if he does not rush, block the first outside rusher. Note: Used on Scat and Scram protections.
- AGGRESSIVE:** 3-step drop by QB. Line use rules that apply to all particular protection--but, take your blocking responsibility on at the LOS. Be aggressive at the LOS. Do not give ground.
- CHECK SEARCH:** Backs check their blocking responsibility for a blitz. If their blocking responsibility does not blitz, help on the most dangerous rusher. Be alert for solid alignments and 3-man stunts.
- FORCE:** Pre-snap call made by the Offensive Tackle when he and the Guard are covered by down-linemen and there is a defender aligned on the LOS outside.
- OX/DELAY OX:** Pass rush maneuver involving a Wide End and a Wide Buck.

CALLS:

- ORANGE:** Response call made by Left Guard to alert Center he is uncovered and popping off the LOS.
- YELLOW:** Response call made by Right Guard to alert Center he is uncovered and popping off the LOS.
- HOLE:** Call made by Center to alert offensive team that he is covered by a down Lineman or a Linebacker.
- RAY-LENNY** Directional call given by Center to alert alignment of Mac if not in Zero area.
- RAM-LION** Pre-snap call to alert to Zone off their blocking responsibilities. They will set to the right on Ram / left on Lion and block any defender coming into that area (both Guards and Center).

SLIDE: Pre-snap call whereby three or more adjacent Offensive Linemen will zone off their blocking responsibilities (vs. solid fronts).

SWOOP: Call that can be made by the Guard/Tackle/TE/H Back when an overload or blitz is being executed inside by the defense. Each Strongside Lineman will set inside towards the ball and block any defender rushing into their area. Note: Swoop can be used on Scram, Robert-Larry and Flash-Lightning Pass Pro. Note: Swoop vs. Blow and Safety Blitzes in regular and Nickel defenses.

FAN: Big on Big. Guard's first man on LOS. Tackle's second man on LOS. Note: Fan Call alerts R Back to block Inside Linebacker.

HARD: Call made by Guard/Center to alert R Back to swap blocking assignments vs. pre-set blow blitz. Note: Can be used vs. DBL Blow.

HARD ORANGE/
YELLOW: Call made by Guard to alert Center and R Back to swap blocking assignments vs. pre-set Solid M Blow.

SOFT: Call and technique used by Offside Tackle vs. pre-set Safety Blitz in Divide Gap.

IN: Call by Onside Tackle to alert Guard threat or pre-set Backer blitz in onside blow gap when Onside Guard is covered by a down Lineman.

ONE BACKER: Call made by Center to alert R Back to block inside in Nickel defense.

EVEN: Call made by Center to alert that he is covered by a Linebacker.

ODD: Call made by Center to alert that he is covered by a down Lineman.

SOLID: Call to alert offensive team that both Guards and Center are covered.

SOLID-DUBS Call to alert offensive team that both Guards and Center are covered with two Outside Linebackers on LOS.

SOLID-DUBS FIST: Call to alert offensive team that both Guards and Center are covered with two Outside Linebackers on LOS and S/S in well (weakside Colt position).

SPECIAL PASS PROTECTIONS:

RIP-LIZ:
(vs 3-4 Defense)

Back checks Linebacker over the Guard for a blitz. IF LBer doesn't rush, release into pattern. If LBer does rush, check outside LBer before releasing into pattern. Guard has dual read.

NOTE: This protection only pertains to a 3-4 defensive look.

ROBERT-LARRY

Blitz pass protection given in huddle for max protection. Used in situations when we are expecting a blitz (4 weak blitz). The call by the Center, Robert (Right), Larry (Left), will confirm that Max pro is on--any other call by the Center will revert back to base pro rules. No blitz alignment--base calls revert back to formation (strong) side.

FLASH/LIGHTNING

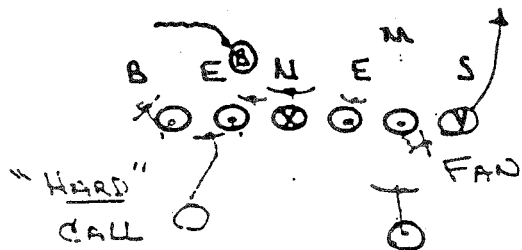
Protection designed to get R Back out if defense does not show threat of 4 rush to weakside. Backside (formation side) has same responsibilities as Robert/Larry. If 4 defenders weakside, R Back blocks #4. Wide Receiver and QB have no break-offs. Note: Exceptions for R Back vs. Solid and base fronts.

BASE PROTECTION (2 BACKS)

DROPPACK PROTECTION. BOTH BACKS WILL BE GIVEN A BLOCKING RESPONSIBILITY.
 THE INSIDE IN THIS PROTECTION IS THE FORMATION CALLSIDE (RIGHT-LEFT)
 BOTH BACKS ALERT TO "FAN" CALL TO THEIR SIDE VS. SINK END.
 CK AWAY FROM CALL SIDE ALERT FOR "HARD" CALL VS. 43 DBL BLOW; 54 SOLID DUBS; 34 SOLID STACK
 BOTH BACKS CHECK IS FROM INSIDE OUT - CHECK RACKER AND RUN ROUTE CALLED.

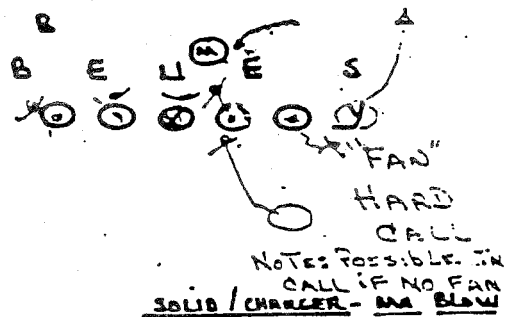
<p>BASE ORANGE</p> <p>34</p>	<p>BASE HOLE</p> <p>4-3</p>
<p>ORANGE</p> <p>34 Bow</p>	<p>YELLOW</p> <p>54</p>
<p>"FAN"</p> <p>34 COLT</p>	<p>ORANGE</p> <p>56</p>
<p>"FAN"</p> <p>34 OVER COLT</p>	<p>"R" CALL BY CENTER</p> <p>44</p>
<p>"ORANGE"</p> <p>34 PAIR</p>	<p>ORANGE</p> <p>57</p>
<p>"FAN"</p> <p>34 SOLID CHARGER</p>	<p>"HARD"</p> <p>43 DBL BLOW</p>
<p>ALERT: POSSIBLE "HARD" CALL</p> <p>34 SOLID DUBS</p>	<p>ALERT: POSSIBLE "HARD" CALL</p> <p>SOLID DUB</p>
<p>"HARD" CALL</p> <p>34 SOLID STACK</p>	<p>ALERT: POSSIBLE "HARD" CALL</p> <p>5 DOWN SOLID DUB</p>

CALL:



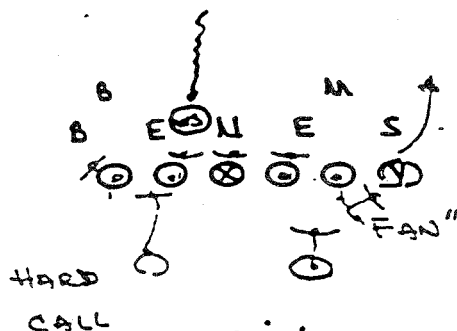
SOLID/CHARGER - Buck Blow

CALL:



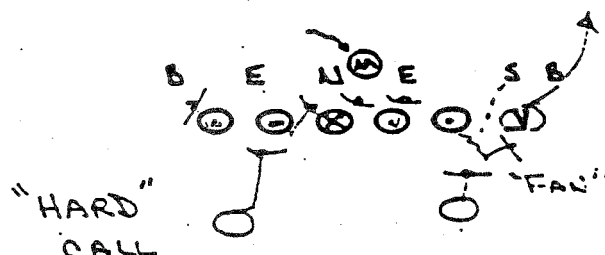
SOLID/CHARGER - MA Blow

CALL:



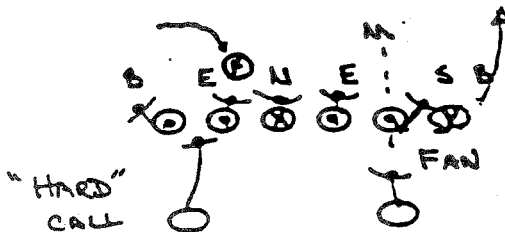
SOLID/CHARGER - MA Blow

CALL:



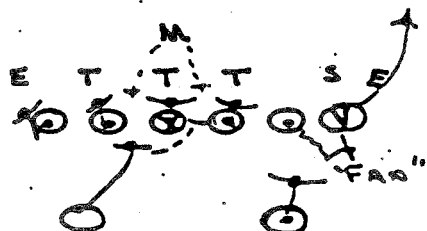
SOLID/BUS - MA Blow

CALL:



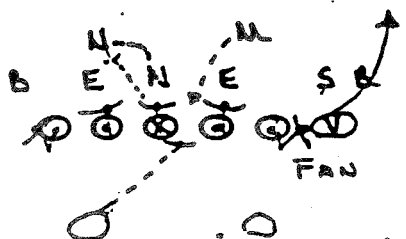
SOLID/BUS/FIST - FIST Blow

CALL:



S DOWN SOLID - BIG BLOW

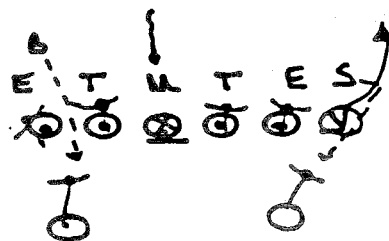
CALL:



SOLID (small) BLOW

NOTES:
ENTER - MARRIED TO NT
ON OR OFF L.O.S.
"R" - IS MARRIED TO MAC

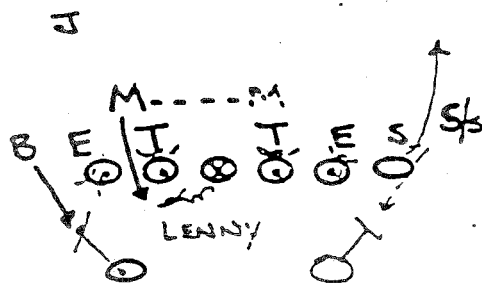
CALL:



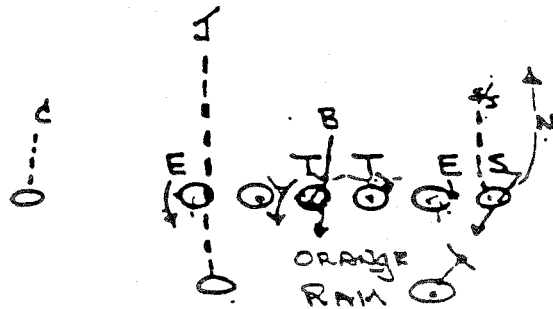
43 CALL - MA BLOW

DASE YRA-2 RACKS TASS PROIECTION VS BLTZES

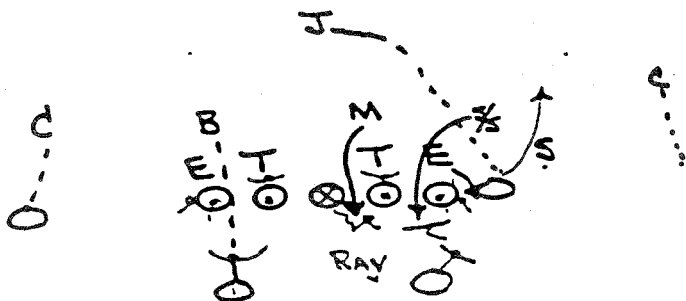
EVEN 4-3 LW 4WK DOQ



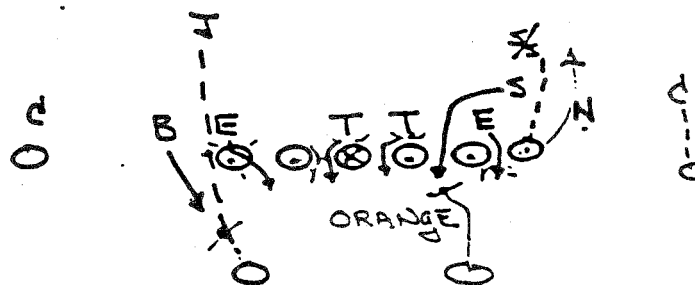
OVER 43 NKL LS 4ST DOQ



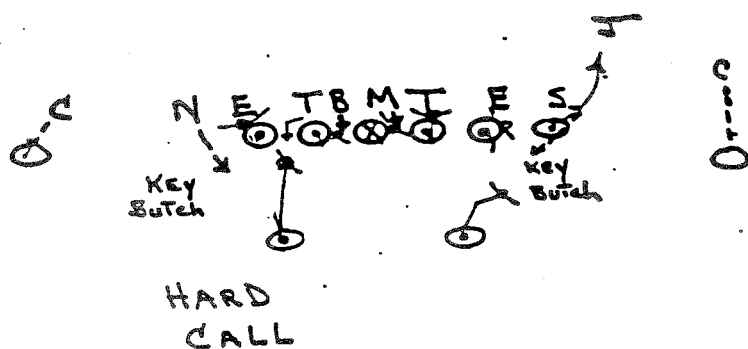
EVEN 4-3 NKL LS 4ST DOQ



OVER 43 NKL LS MCDIVIDE Bi DOQ

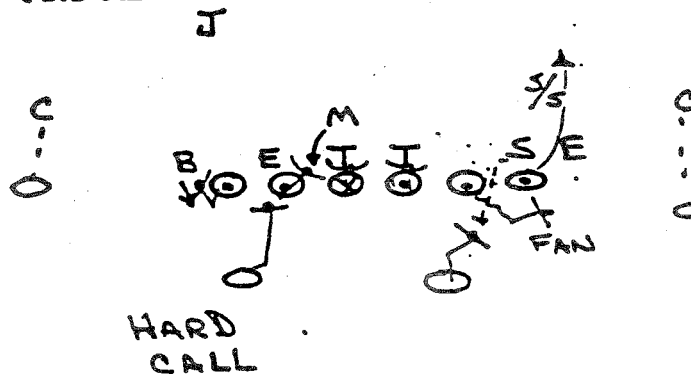


EVEN 44 NKL LW-LS 4W-S BLOW KEY

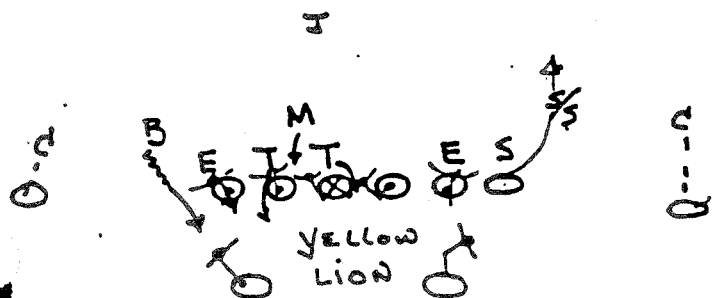


4-3 SOLID (BIG DUG)

MCI BKi DOQ

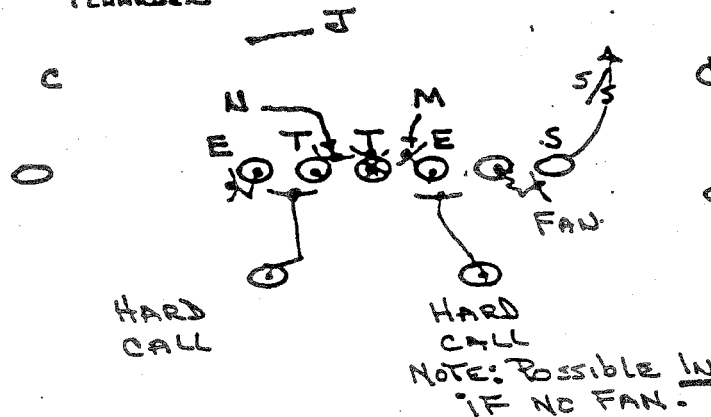


UNDER 4-3 NKL LW 4WK DOQ KEY



4-3 SOLID (CHARGER)

MCI N: DOQ



COLLECTION

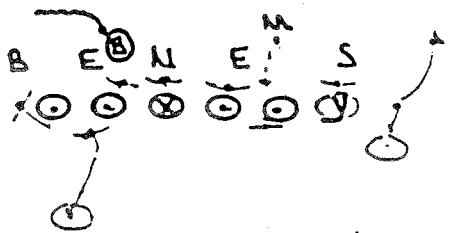
DROP BACK PROTECTION: OUART AND R BACK WILL BE GIVEN A BLOCKING RESPONSIBILITY. THE INSIDE IN THIS PROTECTION IS THE FORMATION CALL SIDE (RT.-LT.) ALERT RIP-LIZ CALL VS. 34 DEF. R BACK ALERT "FAN" CALL VS. SINK END. ALERT SOLID DUBS. ALERT HARD CALL. TE/TACKLE ALERT ZONE PRO H-SS PLITZ CHECK

<p>LIZ</p> <p>34</p>	<p>NO RIP-LIZ VS. 4 DOWN</p> <p>4-3</p>
<p>LIZ</p> <p>34 Bow</p>	<p>54</p>
<p>FAN</p> <p>34 Colt</p>	<p>ORANGE</p> <p>56</p>
<p>34 Over Colt</p>	<p>44</p>
<p>LIZ</p> <p>34 PAIR</p>	<p>ORANGE</p> <p>57</p>
<p>34 Solid Charger</p>	<p>"HARD" CALL</p> <p>43 DBL BL</p>
<p>ALERT: Possible "HARD" CALL</p> <p>(X=FIST) 34 Solid DuB</p>	<p>ALERT: Possible "HARD" CALL</p> <p>(X=FIST) Solid DuB</p>
<p>"HARD" CALL</p> <p>34 Solid Stack</p>	<p>ALERT: Possible "HARD" CALL</p> <p>5 Down Solid DuB</p>

OH PROTECTION

US SOLID FRONTS - DOES/BLITZ

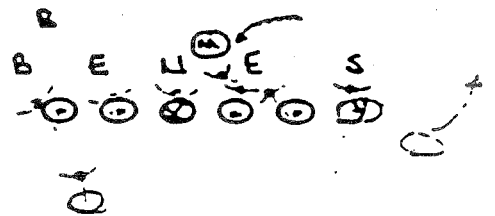
CALL:



HARD
CALL

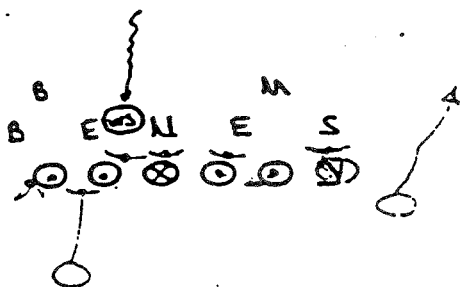
SOLID/CHARGER - Buck Blow

CALL:



SOLID/CHARGER - MA Blow

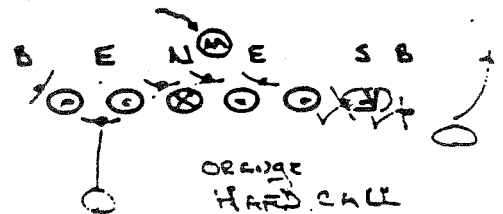
CALL:



HARD
CALL

SOLID/CHARGER - MA Blow

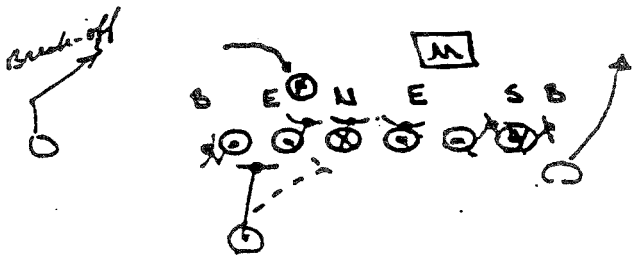
CALL:



ORANGE
HARD CALL

SOLID/BUS - MA Blow

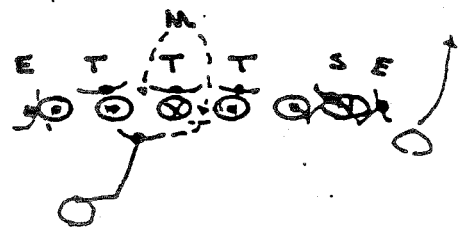
CALL:



HARD
CALL

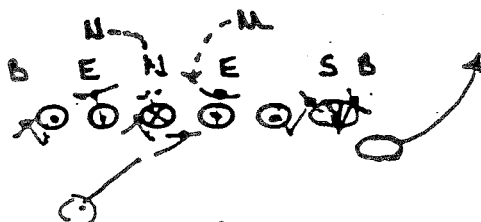
SOLID/BUS/FIST - FIST BLOW

CALL:



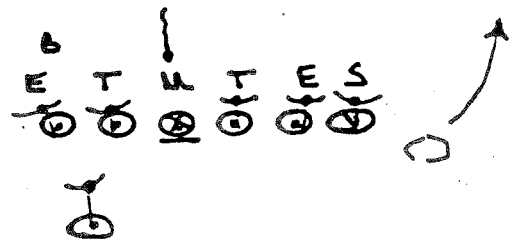
5 DOWN SOLID - RIG BUS

CALL:



SOLID (sneak) BUS

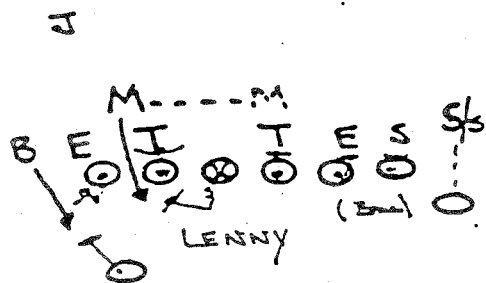
CALL:



4-3 COT - MA BUS

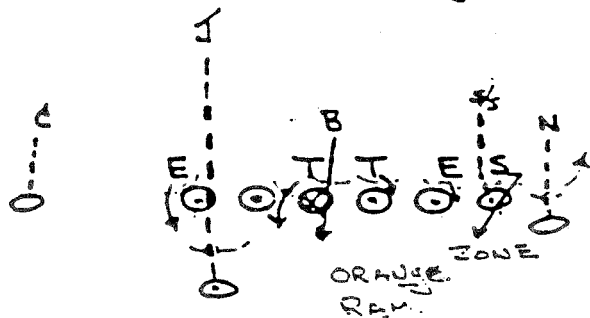
OFF - TASS PROJECTION VS NICKEL BLITZES

VEN 4-3 LW 4WK DOG



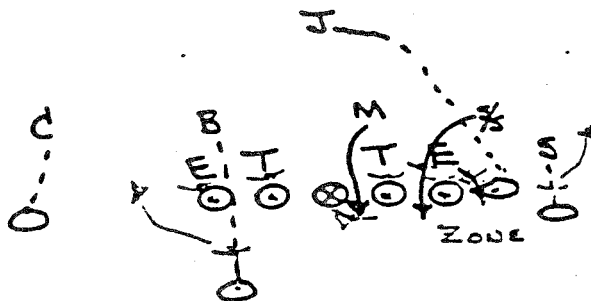
CALL:

OVER 43 NKL LS 4ST DOG

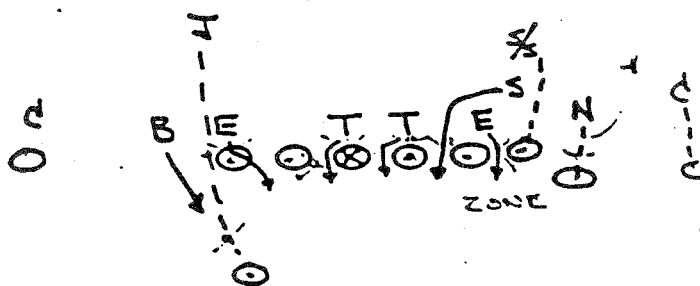


ORANGE
RAY

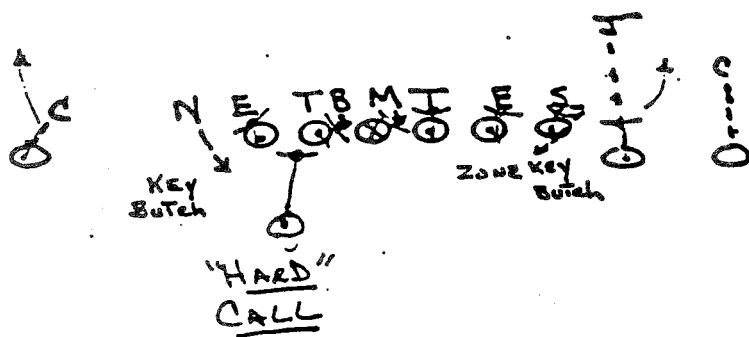
EVEN 4-3 NKL LS 4ST DOG



OVER 43 NKL LS MC DIVIDE Bi DOG

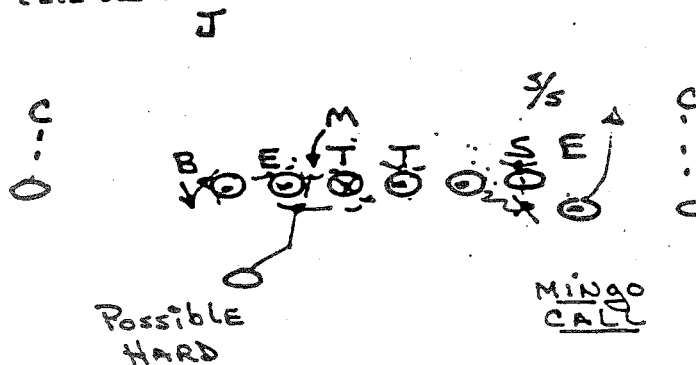


VEN 44 NKL LW-LS 4W-S BLOW KEY



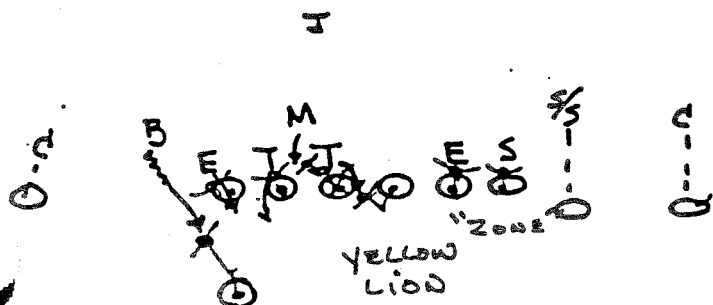
4-3 SOLID
(BIG DUMB)

MCI BKi DOG



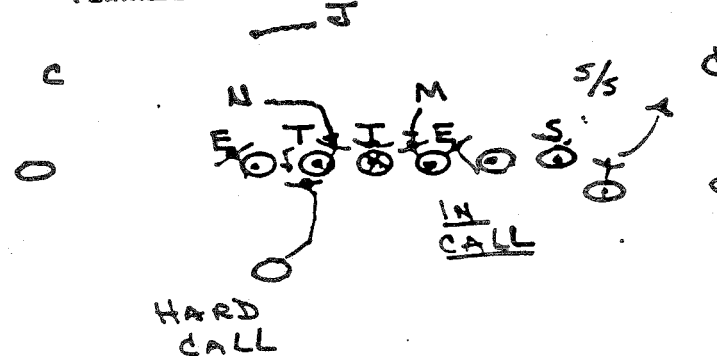
MINGO
CALL

UNDER 4-3 NKL LW 4WK DOG KEY



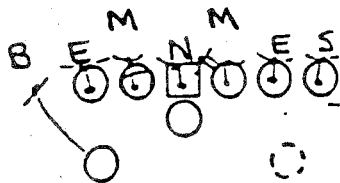
4-3 SOLID
(CHARGER)

MCI N-i DOG

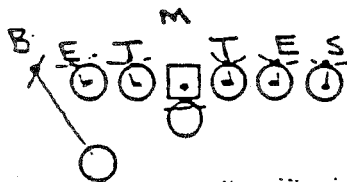


AGGRESSIVE DROPBACK PROTECTION. 3 STEP DROP BY QB. THE ONSIDE IN THIS PROTECTION IS THE FORMATION CALL SIDE. H=RIGHT; L=LEFT - GIVES DIRECTION OF BACK OR BACKS. R BACK ALERT "EAT" CALL VS SINK END. ALERT SOLID DUBS. ALERT "HARD" CALL. TE/TACKLE ALERT AGGRESSIVE ZONE. NO P.P. 12 VS 74 DEF.

YELLOW

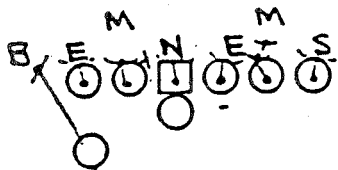


34



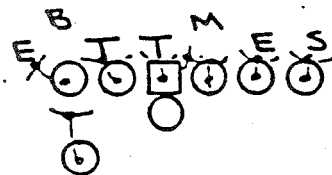
4-3

ORANGE



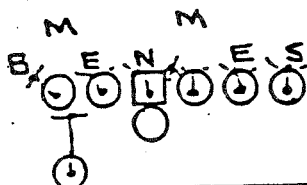
34 Bow

YELLOW



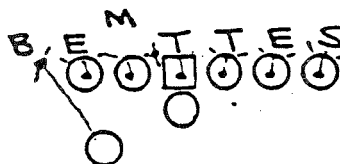
54

YELLOW

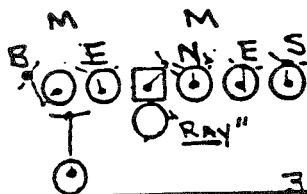


34 Colt

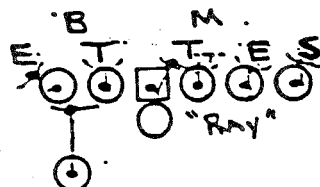
ORANGE



56

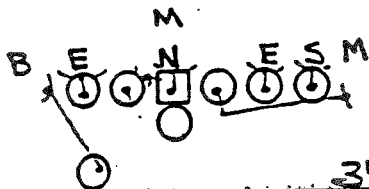


34 Over Colt



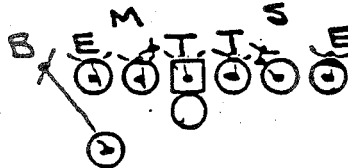
44

PAIR
ORANGE

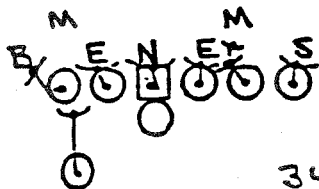


34 PAIR

ORANGE

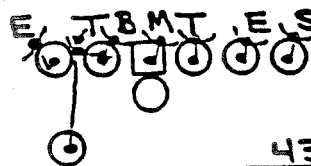


57



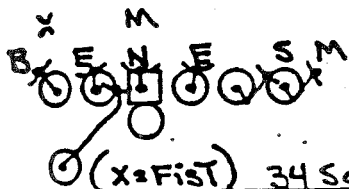
34 Solid Charges

"HARD"
CALL



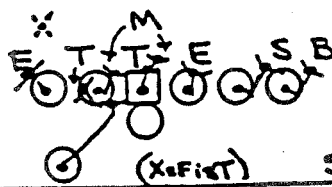
43 DBL Blot

ALERT:
Possible
"HARD" CALL



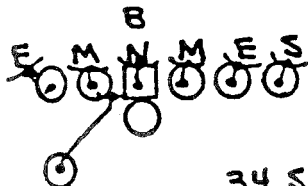
34 Solid DuB

"HARD"
CALL



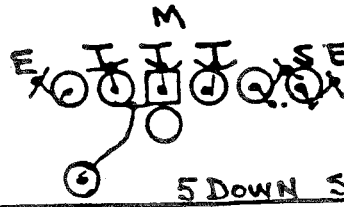
Solid DuB

ALERT:
Possible
"HARD" CALL



34 Solid Stack

ALERT:
Possible
"HARD" CALL

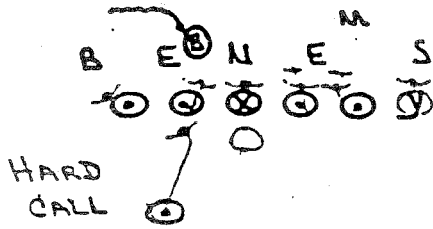


5 Down Solid DuB

Hi-Lo Hitch

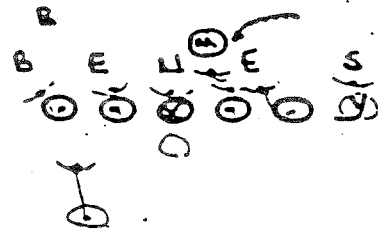
VS SOLID POINTS - BOSS/BLITZ

CALL:



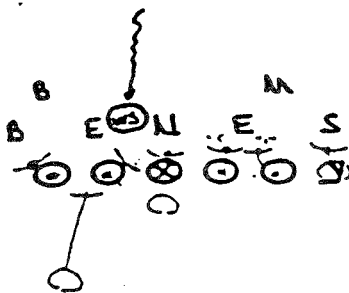
SOLID/CHARGER - Buck Blow

CALL:



SOLID/CHARGER - MA Blow

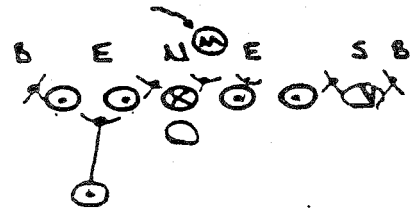
CALL:



HARD CALL

SOLID/CHARGER - MS Blow

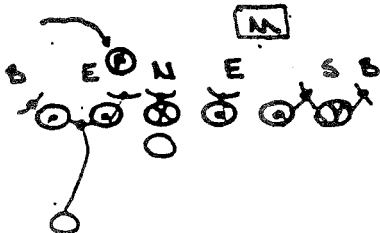
CALL:



HARD CALL

SOLID/DUG - MA Blow

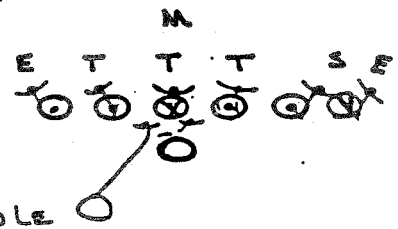
CALL:



"HARD" CALL

SOLID/DUG/FIST - FIST Blow

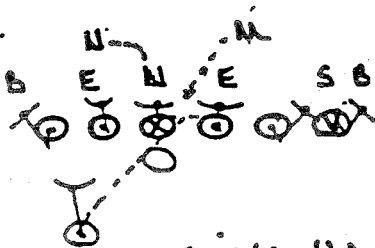
CALL:



Possible HARD CALL

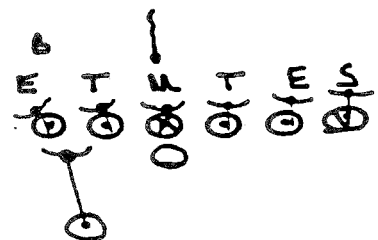
5 DOWN SOLID - SIX BLOW

CALL:



SOLID (small) DUG

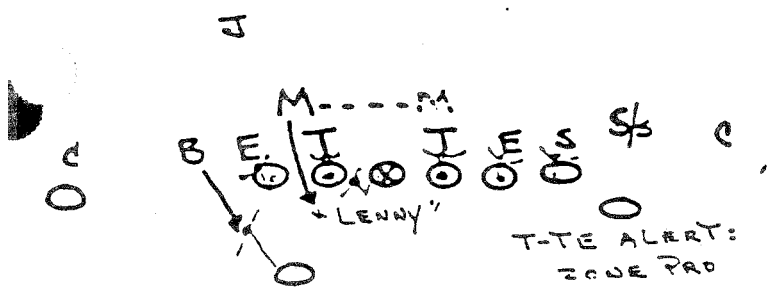
CALL:



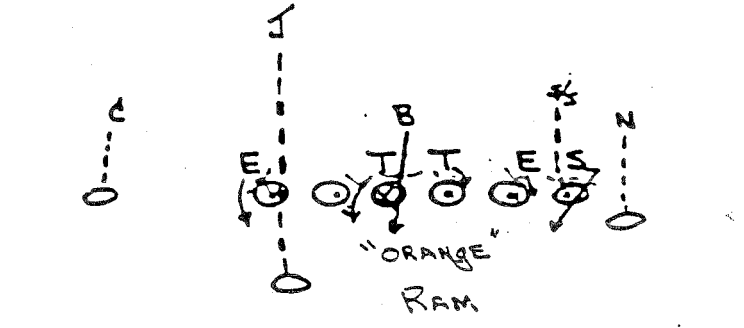
4-3 LEFT - MA NINE

171-10 HIGH FLY 1000 1001 1100 1200 1300 1400 1500 1600 1700 1800 1900 2000 2100 2200 2300 2400 2500 2600 2700 2800 2900 3000 3100 3200 3300 3400 3500 3600 3700 3800 3900 4000 4100 4200 4300 4400 4500 4600 4700 4800 4900 5000 5100 5200 5300 5400 5500 5600 5700 5800 5900 6000 6100 6200 6300 6400 6500 6600 6700 6800 6900 7000 7100 7200 7300 7400 7500 7600 7700 7800 7900 8000 8100 8200 8300 8400 8500 8600 8700 8800 8900 9000 9100 9200 9300 9400 9500 9600 9700 9800 9900 10000

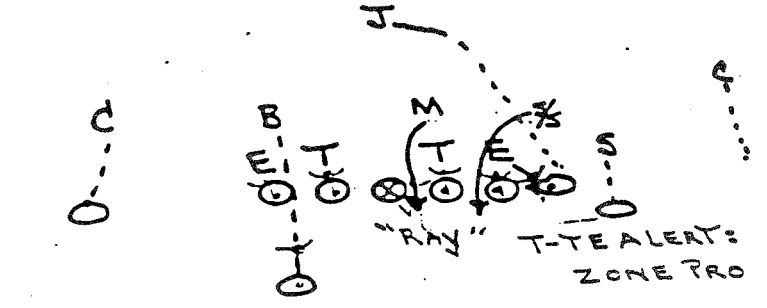
VEN 4-3 LW 4WK DOG



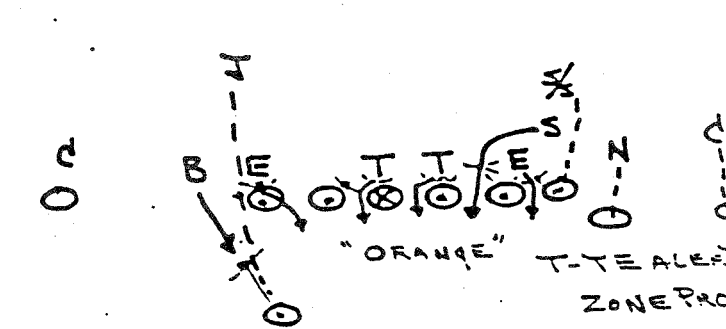
OVER 43 NKL LS 4ST DOG



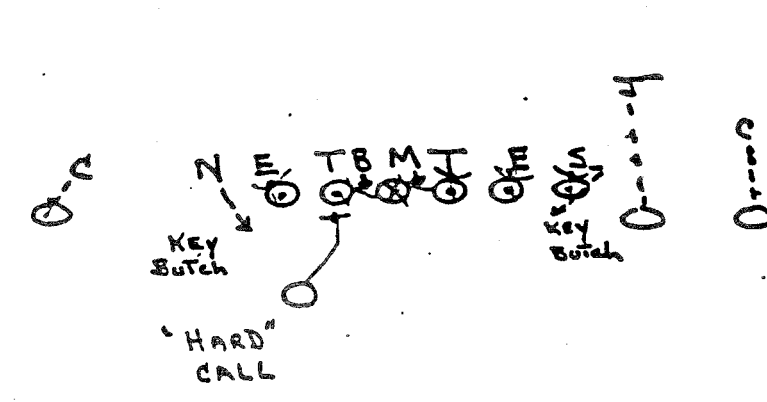
EVEN 4-3 NKL LS 4ST DOG



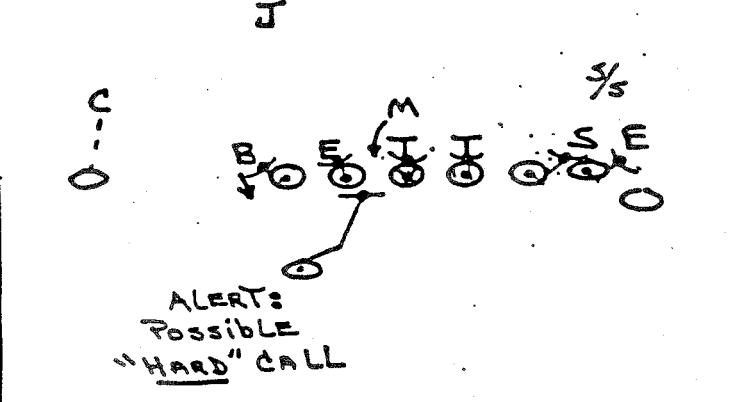
OVER 43 NKL LS MC DIVIDE Bi DOG



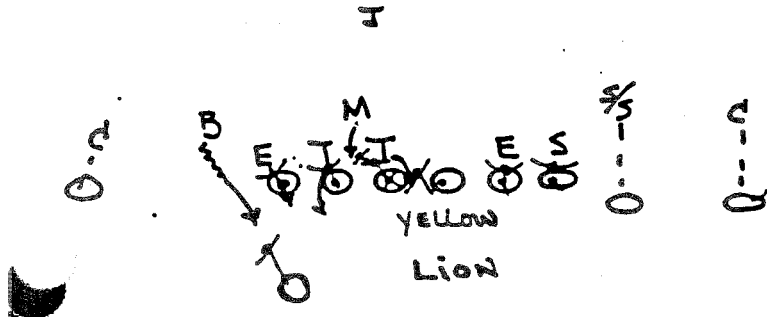
VEN 44 NKL LW-LS 4W-S BLOW KEY



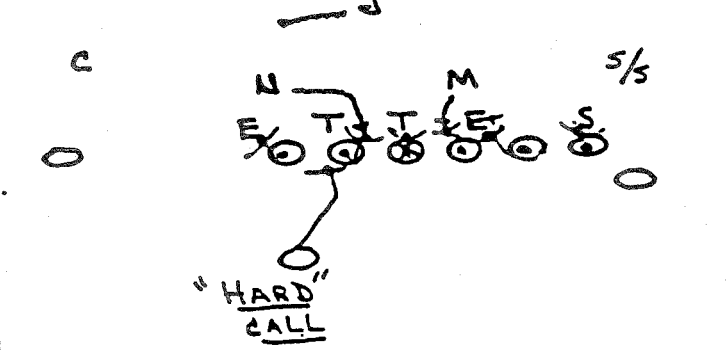
4-3 SOLID (BIG BUNNY) MCI BKi DOG



UNDER 4-3 NKL LW 4WK DOG KEY



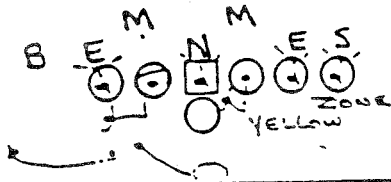
4-3 SOLID (CHARGER) MCI N-i DOG



Hi-Lo PROTECTION

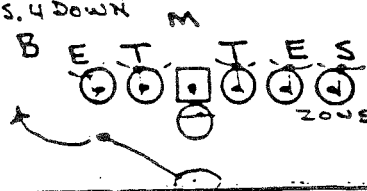
DROPPACK PROTECTION: THE INSIDE IN THIS PROTECTION IS THE FORMATION
 CALL SIDE. Hi=RIGHT; Lo=LEFT GIVES DIRECTION OF BACK OR BACKS.
 ALERT RIP-LIZ CALL VS. 34 DEF. RP/LIZ ONLY USED VS 34 DEF.
 -BACK-ALERT-FAN CALL VS. SINK END. ALERT SOLID DUBS. ALERT "HARD" CALL.
 TF/TACKLE - ALERT ZONE DO.

LIZ



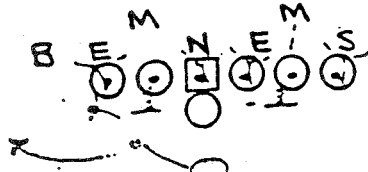
34

No RP-LIZ VS. 4 DOWN

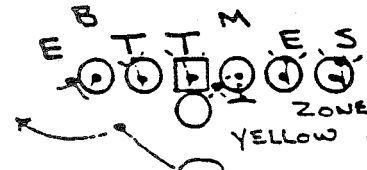


4-3

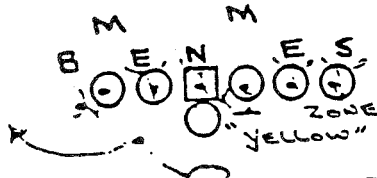
LIZ



34 Row

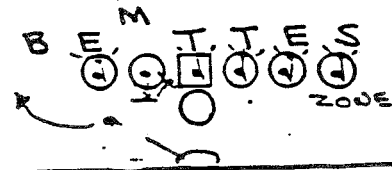


54

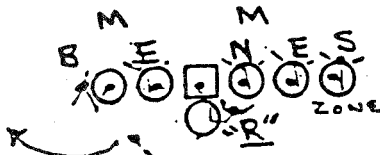


34 Colt

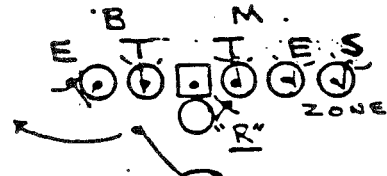
ORANGE



56

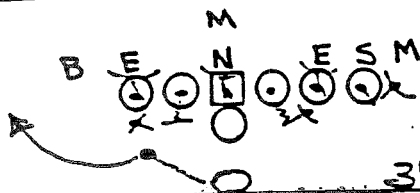


34 Over Colt



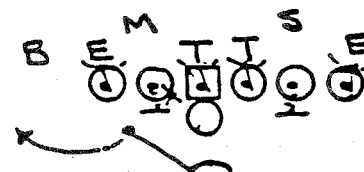
44

LIZ

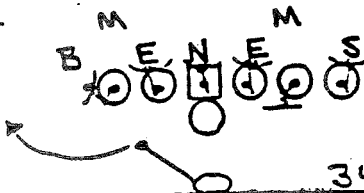


34 Pair

ORANGE



57

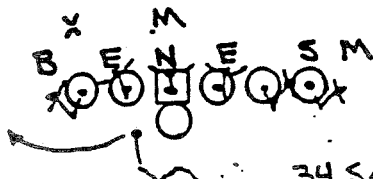


34 Solid Charger



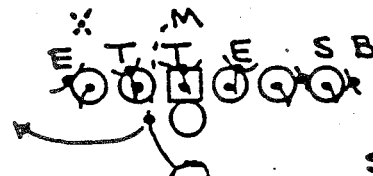
43 DBL Blot

ALERT:
Possible
"HARD" CALL
(X=FRT)

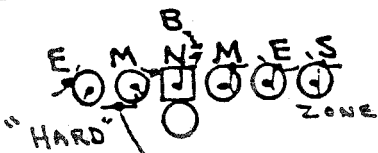


34 Solid Dub

ALERT:
Possible
"HARD" CALL

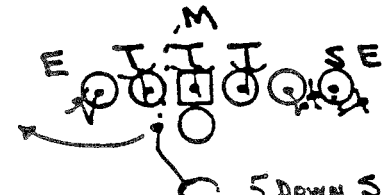


Solid Dub



34 Solid Stack

ALERT:
Possible
"HARD" CALL

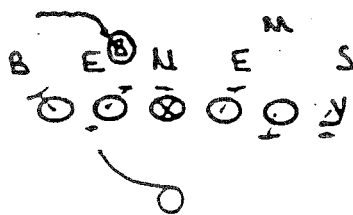


5 Down Solid Dub

Hi / Lo

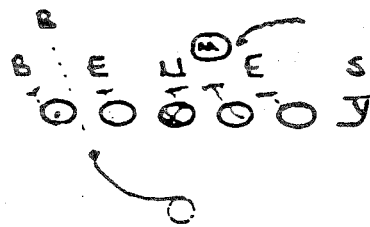
US SOLID FRONTS - BOSS/BLITZ

CALL: HARD
OTITE ck zone



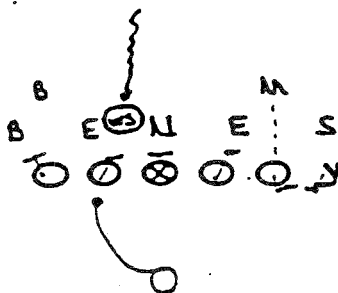
SOLID/CHARGER - BACK BLOW

CALL: IN
FAN



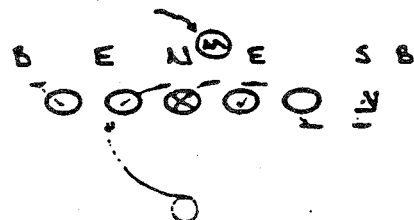
SOLID/CHARGER - MA BLOW

CALL: HARD
OTITE ck zone



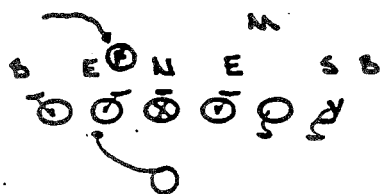
SOLID/CHARGER - MA BLOW

CALL: HARD ORANGE
ck. zone



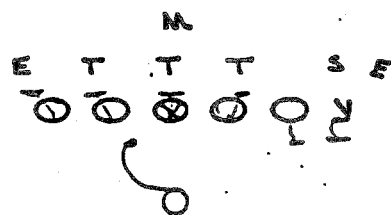
SOLID/CHARGER - MA BLOW

CALL: HARD (Back-off 6V X)
ck. zone



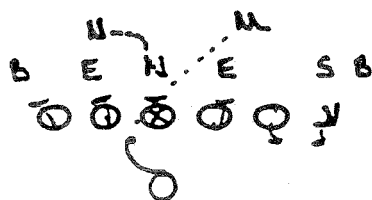
SOLID/CHARGER - MA BLOW

CALL: FAN
ck. zone



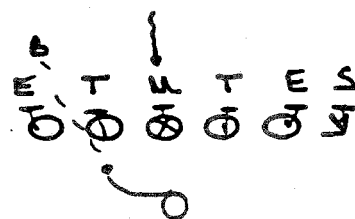
S BLOW SOLID - MA BLOW

CALL: FAN
ck. zone



SOLID (small) MA BLOW

CALL: EVEN - MA MA
ck. zone



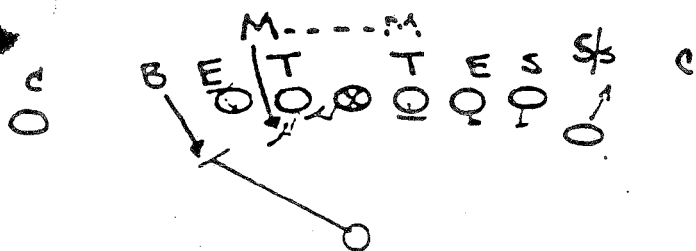
4-3 LOT - MA MA

NI / LD

1 ADD TROIECTION VS NICKEL BLITZES

EVEN 4-3 LW 4WK DOG

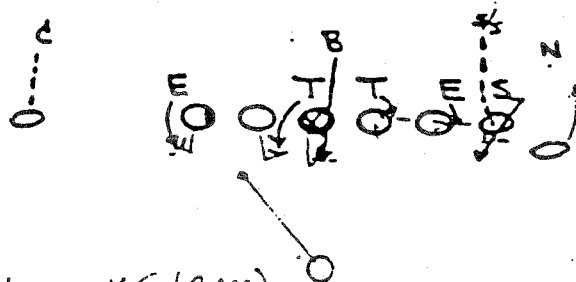
J



CALL: Lenny
ck zone

OVER 43 NKL LS 4ST DOG

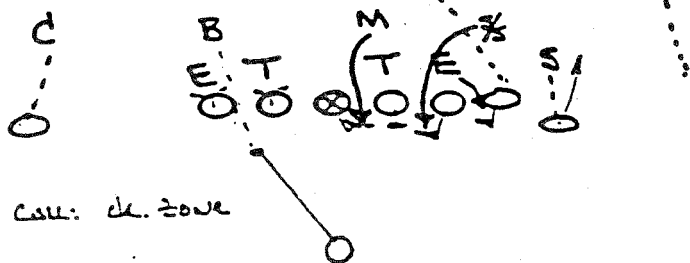
J



CALL: ORANGE (RAM)
ck zone

EVEN 4-3 NKL LS 4ST DOG

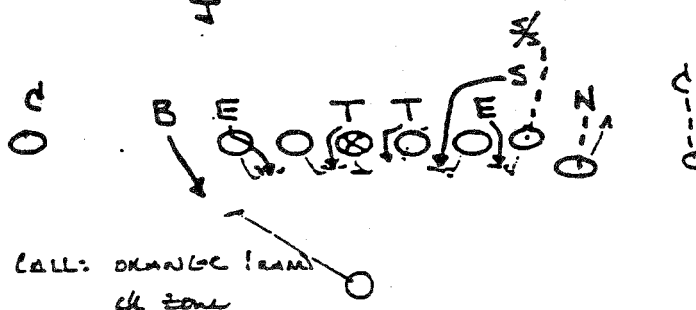
J



CALL: ck. zone

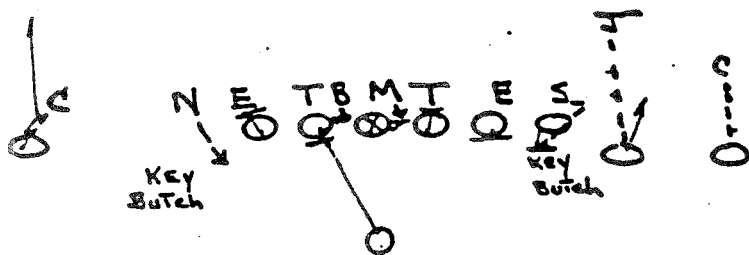
OVER 43 NKL LS MC Divide Bi DOG

J



CALL: ORANGE (RAM)
ck zone

EVEN 44 NKL LW-LS 4W-S Blow KEY

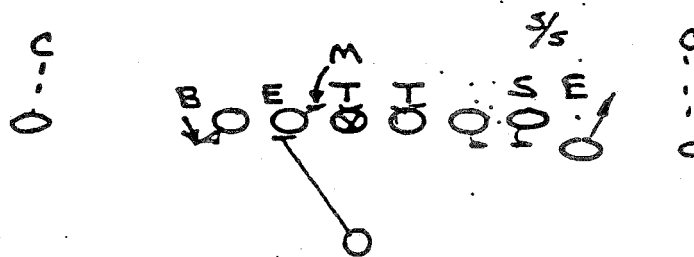


CALL: HARD
ck. zone

4-3 Solid
(BIG DUG)

MCI BK DOG

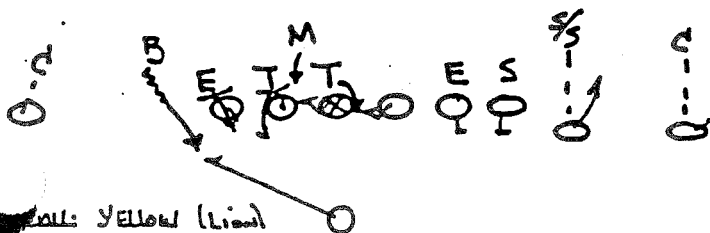
J



CALL: HARD
ck zone

UNDER 4-3 NKL LW 4WK DOG KEY

J

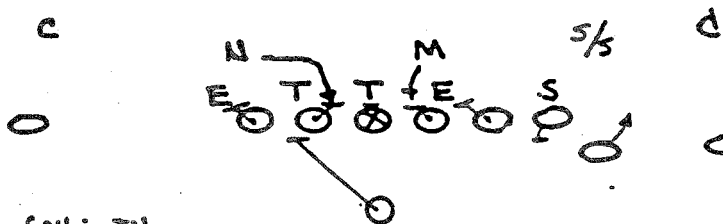


CALL: YELLOW (Lion)
ck zone

4-3 Solid
(CHARGER)

MCI N-i DOG

J

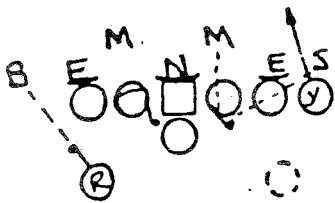


CALL: FU
HARD

STRONGSIDE Pass Protection which ENABLES THREE RECEIVERS TO FREE RELEASE WITH POSSIBLE HOT (ORANGE) AND BREAKOFF (WEAKSIDE).

CALLS:

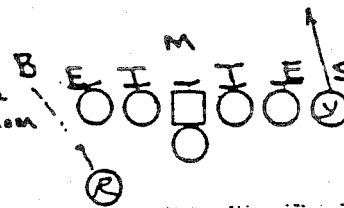
- DUAL
- ORANGE



34

CALLS:

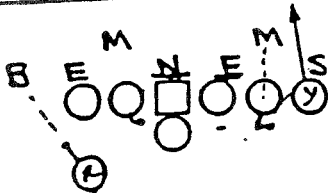
- HOLE
- ORANGE TRILL
- MEAT JOE MOM



4-3

CALLS:

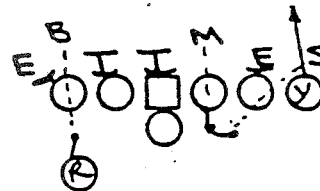
- DUAL
- ORANGE



34 Bow

CALLS:

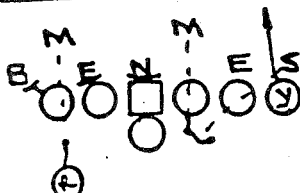
- DUAL



54

CALLS:

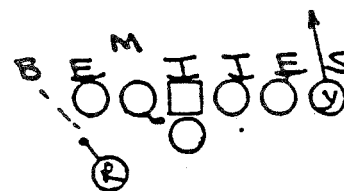
- DUAL
- FUEL



34 Colt

CALLS:

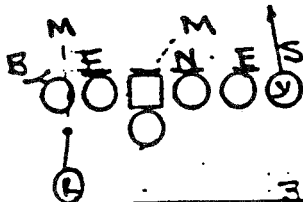
- ORANGE



56

CALLS:

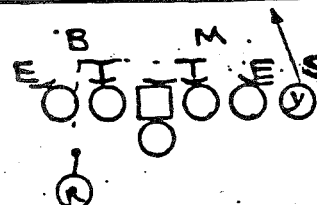
- HOLE



34 Over Colt

CALLS:

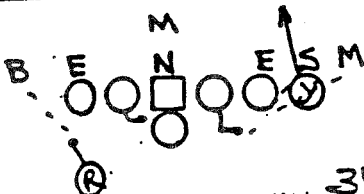
- HOLE



44

CALLS:

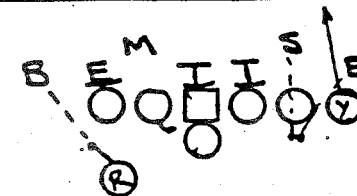
- DUAL
- ORANGE



34 PAIR

CALLS:

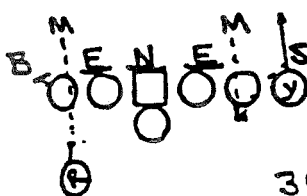
- BIG DUAL
- ORANGE



57

CALLS:

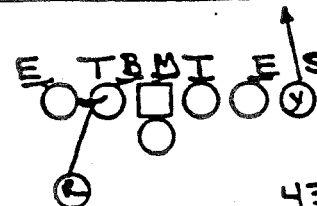
- BIG DUAL
- FUEL (SINK AND)



34 Solid Charger

CALLS:

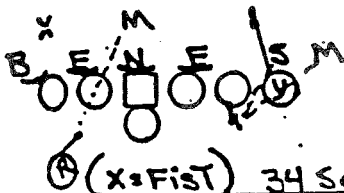
- HOLE



43 DBL BLT

CALLS:

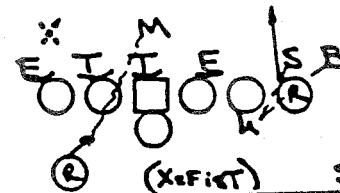
- BIG DUAL
- R LOCATE MARE
- MEAT MARE



(X=FIST) 34 Solid DuB

CALLS:

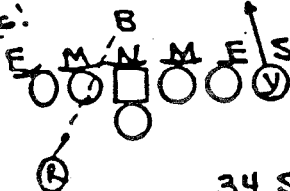
- BIG DUAL
- R LOCATE MARE
- MEAT MARE



(X=FIST) Solid DuB

CALLS: MA/MI MARE:

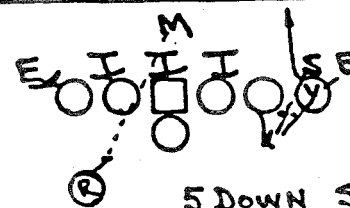
- R MEAT MARE



34 Solid Stack

CALLS:

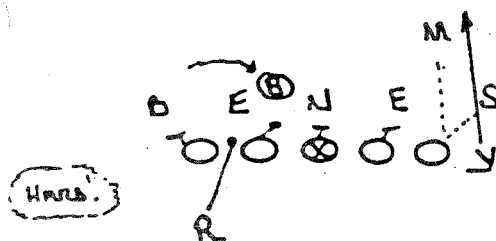
- BIG DUAL
- R MEAT MARE



5 Down Solid DuB

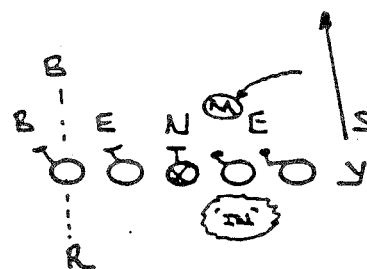
SCAT PROTECTION VS SOLID FRONTS - DOB'S / BUTTES

CALL: outside tackle dual
R / LT LUNAR "HARD"



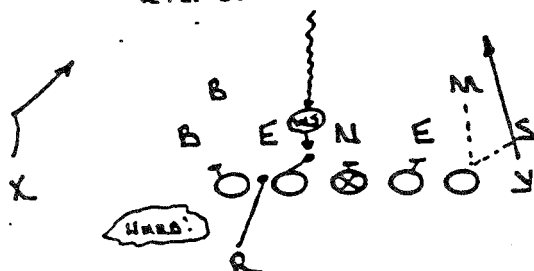
SOLID / CHARGER - Buck Blow

CALL: outside tackle dual - "IN" (2nd)



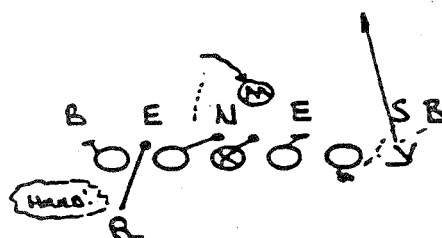
SOLID / CHARGER - MAC BLOW

CALL: outside tackle dual
R / LT LUNAR "HARD" (Safety Priority)



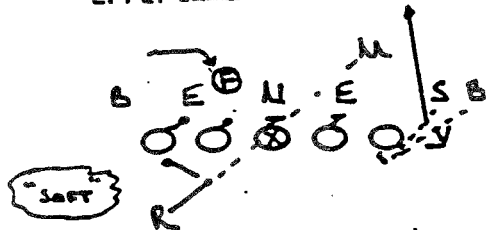
SOLID / CHARGER - WS BLOW

CALL: outside tackle dual
R / LT LUNAR "HARD"



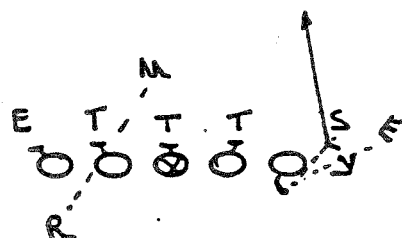
SOLID / DUB³ - MAC BLOW

CALL: outside tackle dual
R - MAC TO outside off tackle
LT / LT LUNAR - "SOFT" (Inside last priority)



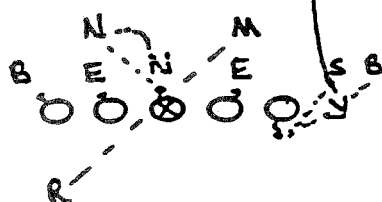
SOLID / DUB³ / FIST - FIST BLOW

CALL: outside tackle dual
R - che mac (possible - hard)



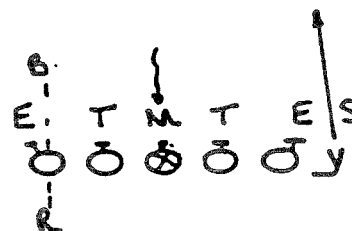
5 DOWN SOLID - BIG DUB³

CALL: outside tackle dual
R - che mac
Center - Has 'N' (3rd in hole)



SOLID (STUCK) DUB³

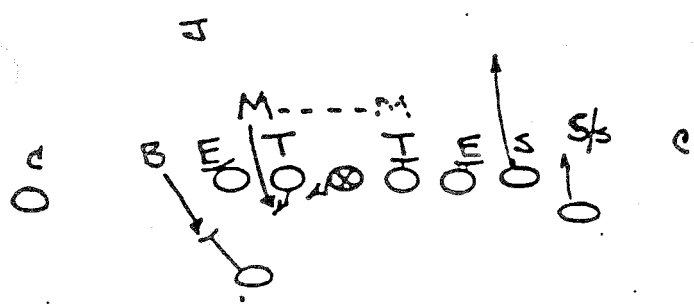
CALL: Center Note



4-3 CWT MAC BLOW

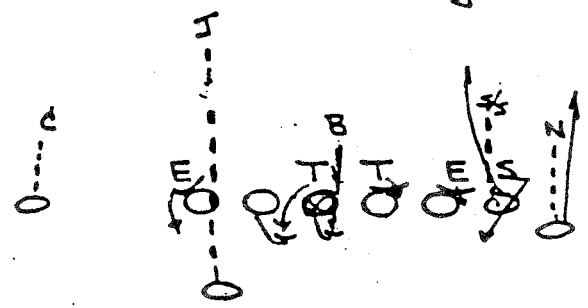
SEMI - PASS PROTECTION VS NICKEL-BLITZES

EVEN 4-3 LW 4WK Dog



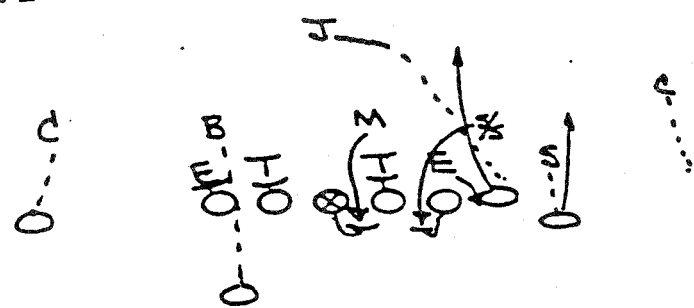
- Hole:
- (Possible Lenny)

OVER 43 NKL LS 4ST Dog



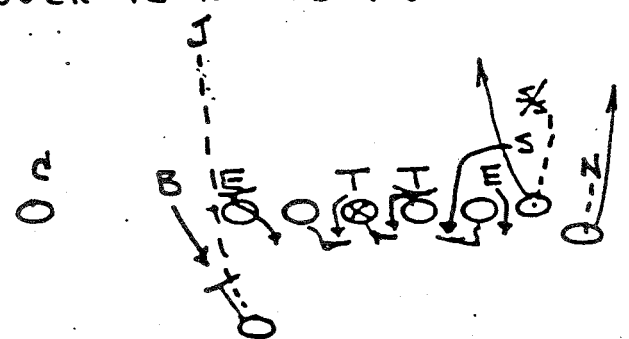
- ONE BACKER
- ORANGE

EVEN 4-3 NKL LS 4ST Dog



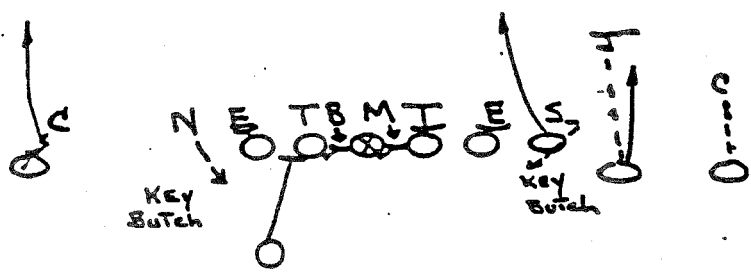
- HOLE
- OT - N.D.M.

OVER 43 NKL LS MC Divide Bi Dog



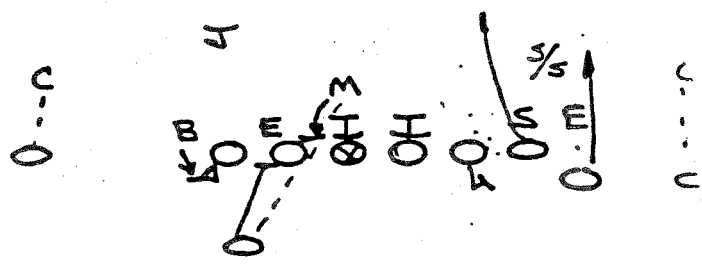
- ORANGE (usual hand)
- OT BLAT SOX M.O.M.

EVEN 44 NKL LW-LS 4W-S Blow Key



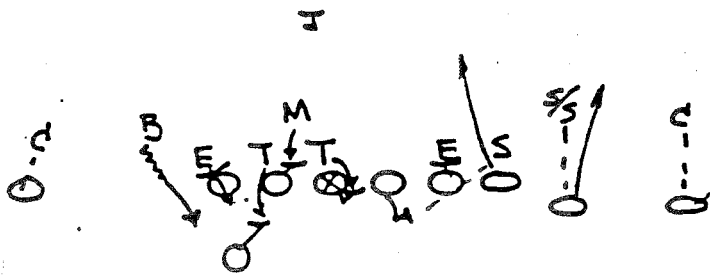
- HARD

4-3 Solid MCI BK Dog (BIG DUB?)



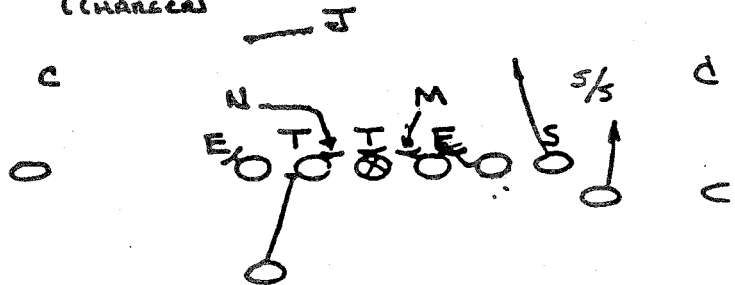
- BIG DUAL
- (BLAT - HARD)

UNDER 4-3 NKL LW 4WK Dog KEY



- OG DUAL
- HARD

4-3 Solid MCI Ni Dog (CHARGED)



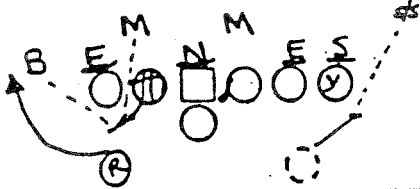
- BIG DUAL (also "M" - possible sight call)
- Possible HARD

SLKAM PROTECTION

WEAKSIDE PASS PROTECTION WHICH ENABLES R BACK TO FREE RELEASE WITH POSSIBLE HOT'S AND WEAKSIDE BREAKOFFS. MAXIMUM STRONGSIDE (BACKSIDE) PROTECTION WITH NO BREAKOFF FOR QB AND STRONGSIDE RECEIVERS.

CALLS:

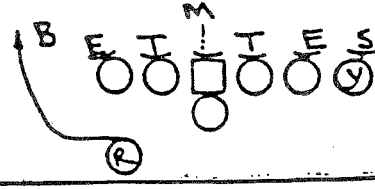
- DUAL
- YELLOW (RESPONSE)



34

CALLS:

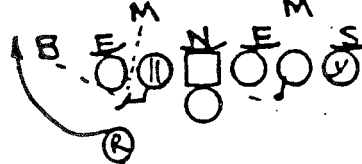
- HOLE



4-3

CALLS:

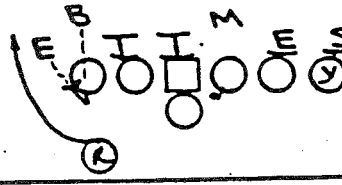
- DUAL



34 Bow

CALLS:

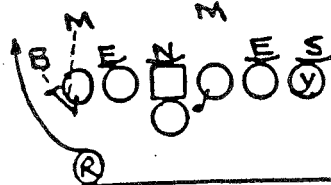
- BIG DUAL
- YELLOW



5-4

CALLS:

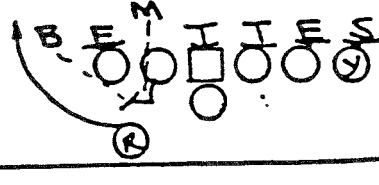
- BIG DUAL
- YELLOW



34 Colt

CALLS:

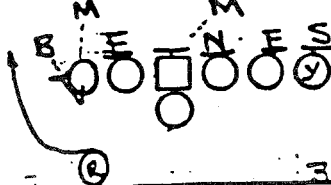
- DUAL



5-6

CALLS:

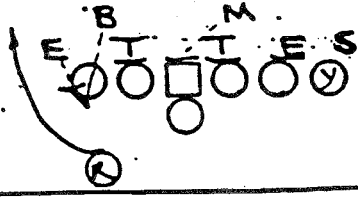
- HOLE
- BIG DUAL



34 Over Colt

CALLS:

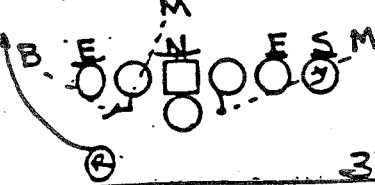
- HOLE
- BIG DUAL



4-4

CALLS:

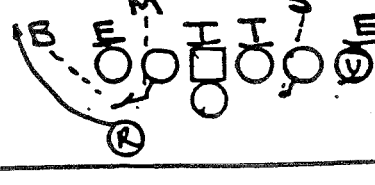
- DUAL



34 PAIR

CALLS:

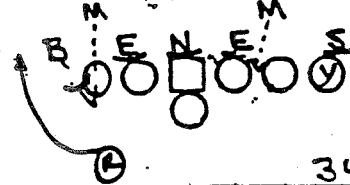
- DUAL



5-7

CALLS:

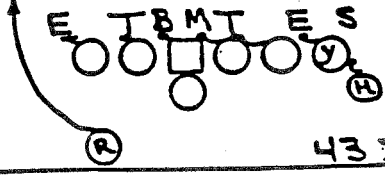
- BIG DUAL
- SLIDE



34 Solid Charger

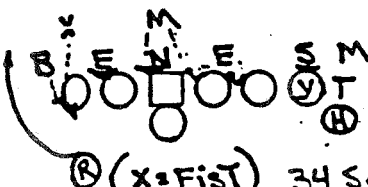
CALLS:

- HOLE
- SWAMP



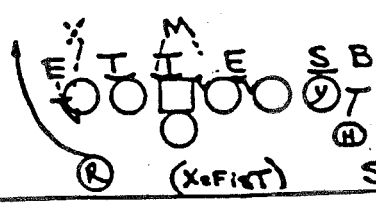
4-3 DEL 3L

- BIG DUAL (NEXT FIST FORWARD)
- SLIDE



(X=FIST) 34 Solid DuBs

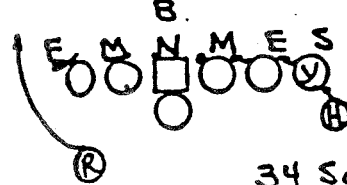
- BIG DUAL (NEXT FIST)
- SLIDE



(X=FIST) Solid DuB

CALLS:

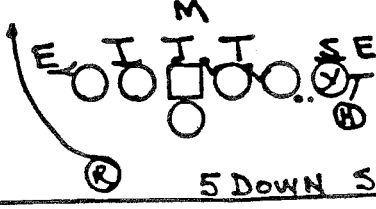
- MISS (DUAL)
- SWAMP



34 Solid Stack

CALLS:

- SLIDE

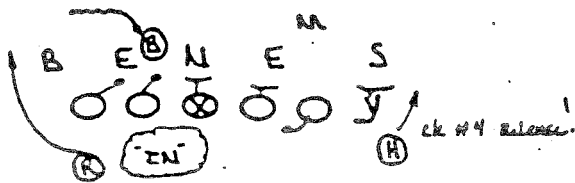


5 Down Solid DuB

SOLID FRONTS - BOSS/BLINDS

Call:

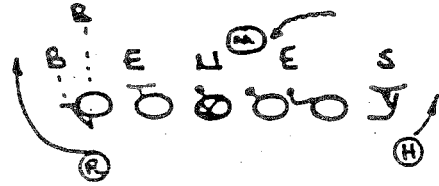
- BIG DUAL / IN (2nd)
- SLIDE



SOLID/CHARGER - Buck Flow

CALL:

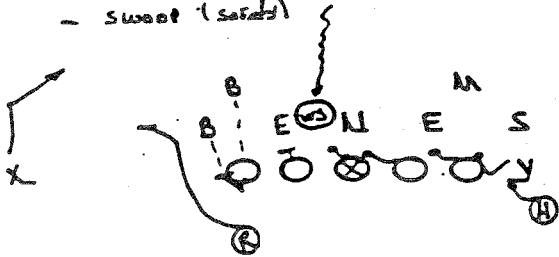
- R16 Dual
- Slide



SOLID / CHARGER - MA. BLOW

CALL:

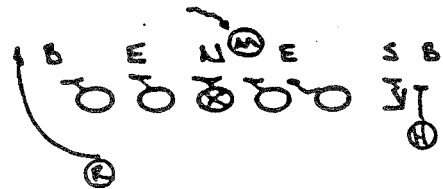
- Big dual
- Sweet (safety)



SOLID/CHARGE - NO FLOW

ලබයි

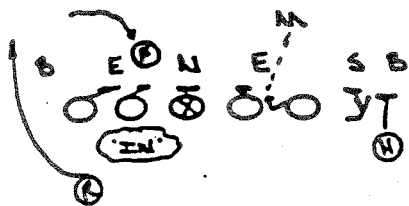
- SLIDE



Soul / Pure - The Road

Call:

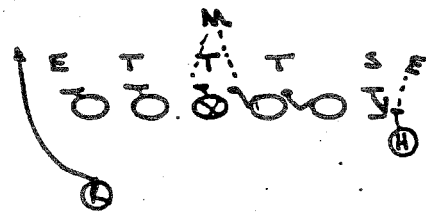
- BIG DUAL / "IN" (each)
- SLIDE



SOLID / DUB / FIST - FIST BLON

Call:

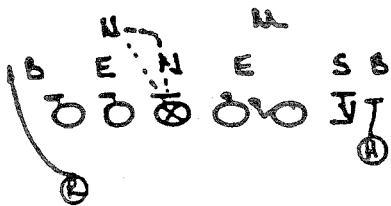
- SLIDE



5 brown solid - 612 045³

CALL CENTER THAT NOISE STUCK AS SOLID!

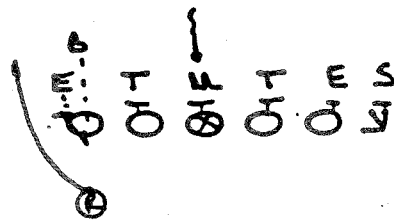
- SLIDE



Saint (small) bus

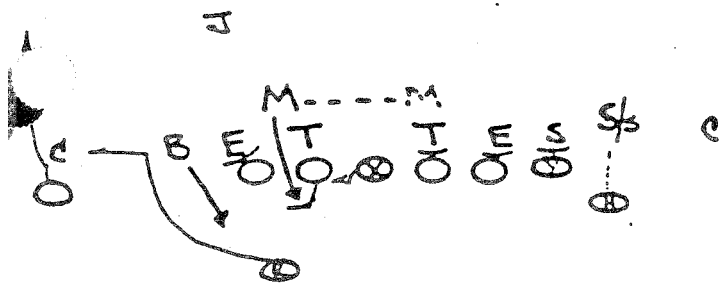
Call:

- b6
- b7C
- b7D



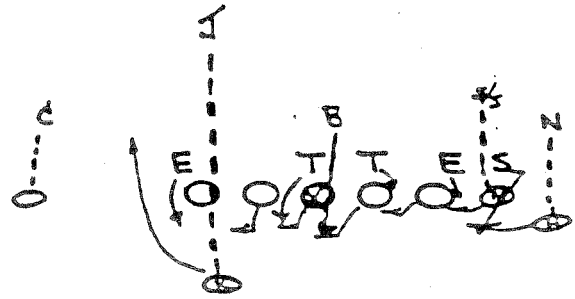
4365-MA 1155

VEN 4-3 LW 4WK Dog



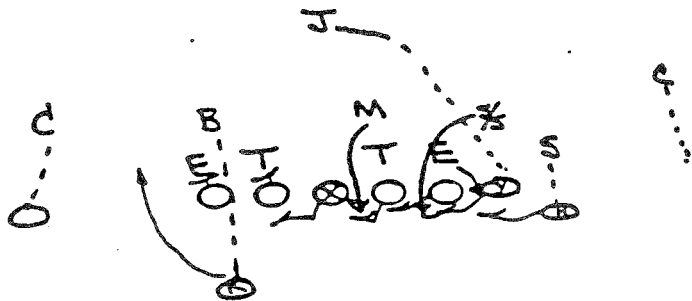
- Possible Lenny
- H ch #4

OVER 43 NKL LS 4ST Dog



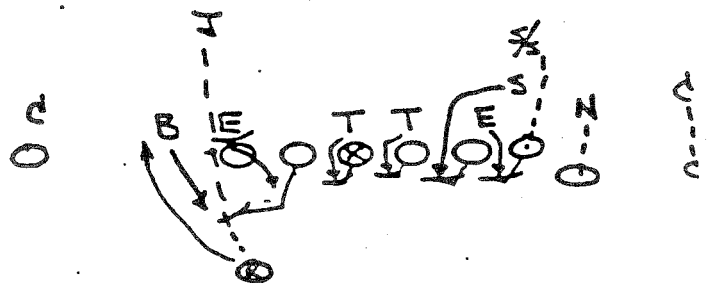
- DE Dual
- "swoop"

EVEN 4-3 NKL LS 4ST Dog



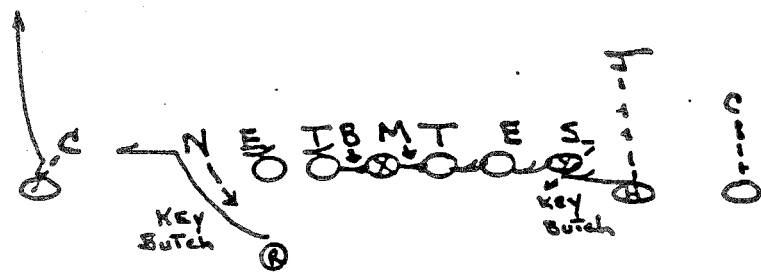
- DE - Pop L
- "swoop"

OVER 43 NKL LS MCI Divide Bi Dog



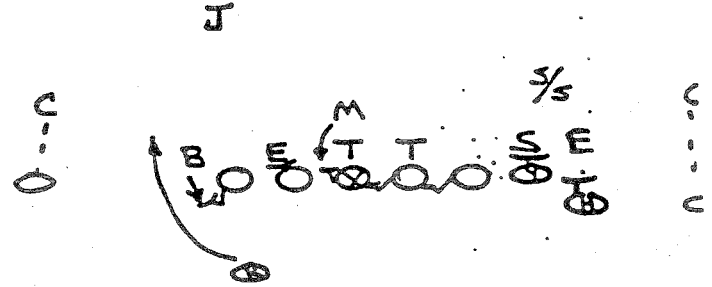
- DE Dual
- OT/T.G. ch 2m
- H ch #4

VEN 44 NKL LW-LS 4W-3 Blow Key



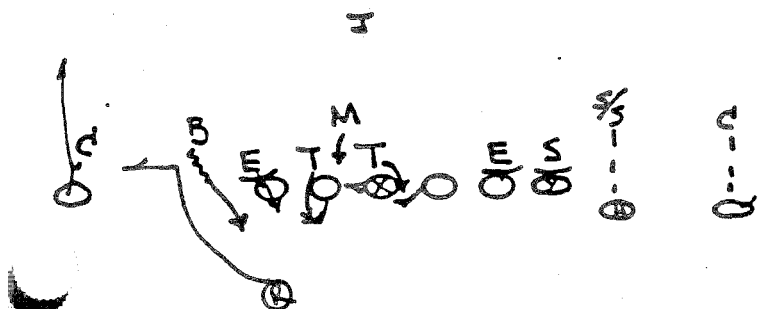
- "swoop"

4-3 Solid (BIG Dual) MCI BK Dog



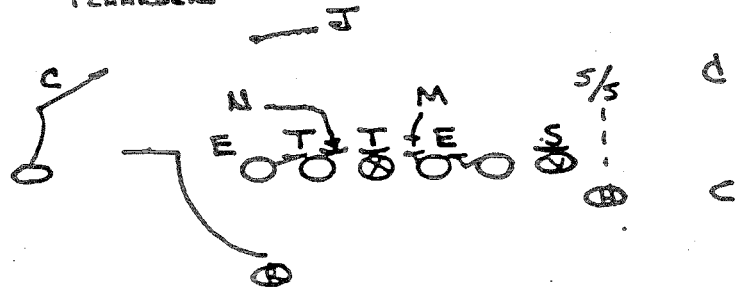
- "slide"

UNDER 4-3 NKL LW 4WK Dog KEY



- "Lion" (yellow)

4-3 Solid (CHARGER) MCI N i Dog

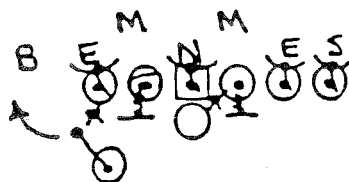


- BIG Dual - "ZU"
- "slide"
- H ch #4

FLASH/LIGHTNING PROTECTION

THE PURPOSE OF THIS PROTECTION IS TO GET THE "R" BACK OUT FOR WEAKSIDE PASS ROUTES BUT ALSO TO BLOCK MAXIMUM PASS PRO (ROBERT/LARRY) IF THRU OF BLITZ. "R" BACK AND CENTER MUST BE ALERT FOR 3 AND 4 MAN LOOKS TO THE WEAKSIDE. WIDE RECEIVERS RUN ROUTES CALLED AT NORMAL DEPTH - NO BREAK OF R/P/LIZ PROTECTION VS 34 DEF.

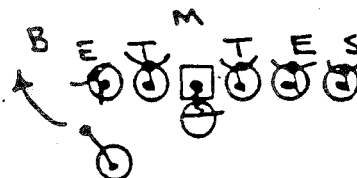
CALL
LIZ
YELLOW



34

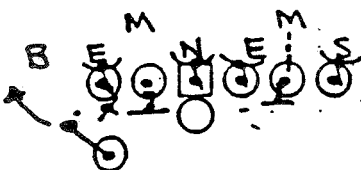
CALL
BASE

ALERT:
SWOOP VS
WS BLITZ



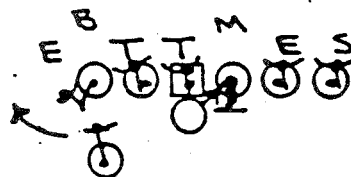
4-

CALL
LIZ



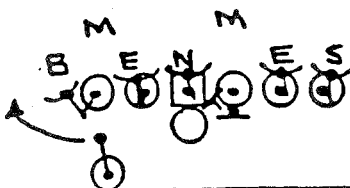
34 Bow

CALL
BASE
YELLOW



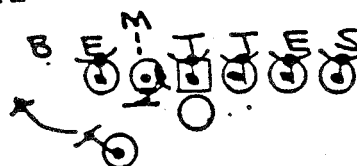
5

CALL
FAN
YELLOW



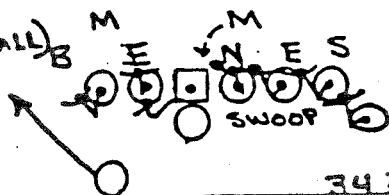
34 Colt

CALL: BASE
ORANGE



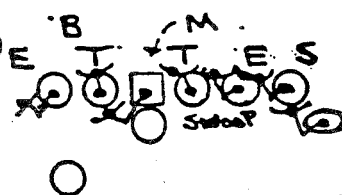
5

CALL
LENNY (3CALL)
SWOOP



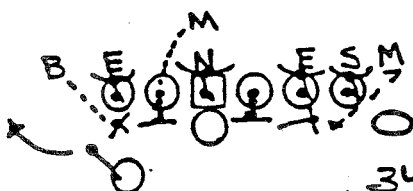
34 Over Colt

CALL
LENNY (3CALL)
SWOOP



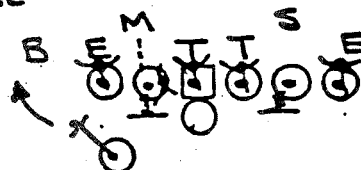
4L

CALL
LIZ



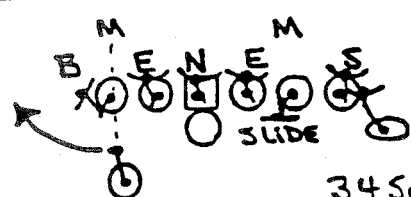
34 PAIR

CALL: BASE
ORANGE



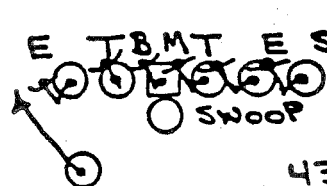
57

CALL
FAN
SLIDE



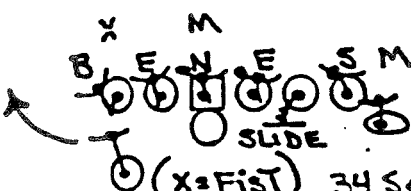
34 Solid Charger

CALL
SWOOP



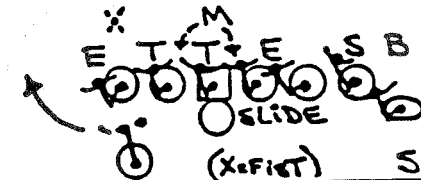
43 DBL BL

CALL
FAN
SLIDE



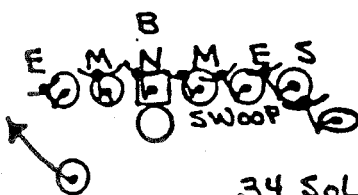
34 Solid Dubs

CALL
DUBS
SLIDE



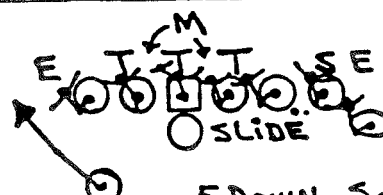
Solid Dubs

CALL
FAN
SWOOP



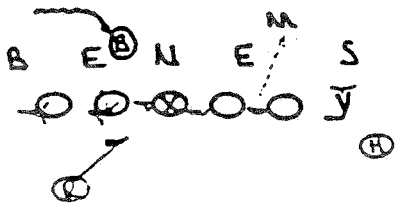
34 Solid Stack

CALL
Big Dubs
SLIDE



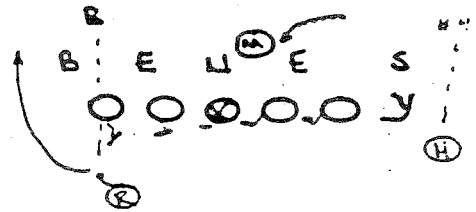
5 Down Solid Dubs

CALL: SLIDE



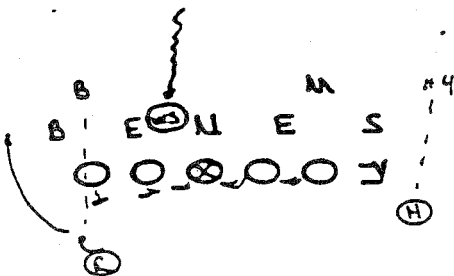
SOLID/CHARGER - Buck Blow

CALL: SLIDE



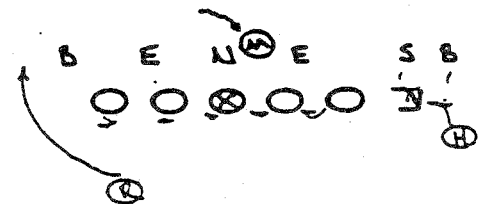
SOLID/CHARGER - MA Blow

CALL: SLIDE



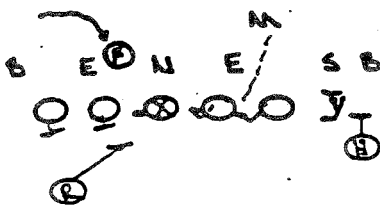
SOLID/CHARGER - MA Blow

CALL: SLIDE



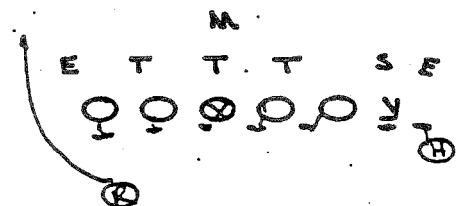
SOLID/BUS² - MA Blow

CALL: SLIDE



SOLID/BUS/FIST - FIST Blow

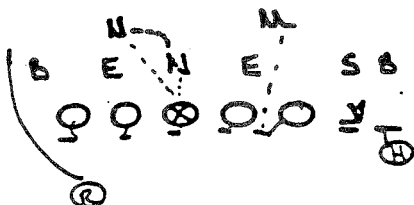
CALL: SLIDE



5 DOWN SOLID - BIG BUS²

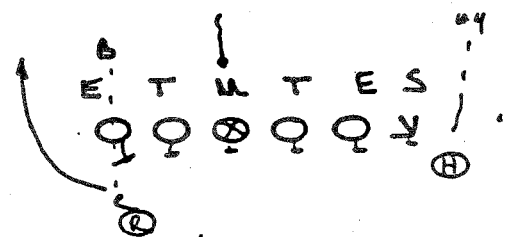
CALL: SLIDE

Note: Canals that track nose as solid!



SOLID (track) BUS²

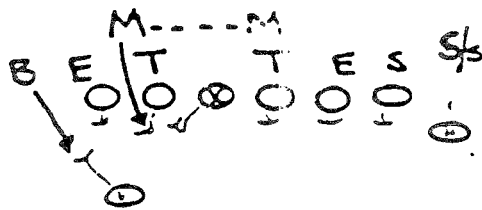
CALL: HOLE



* 43 GALT - MA BLOW

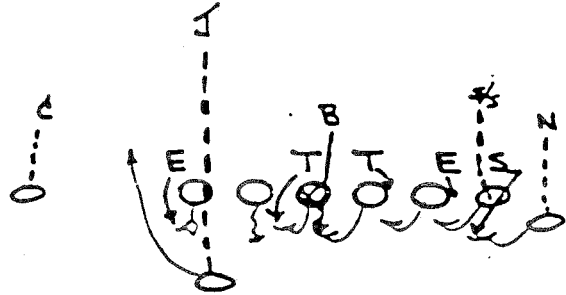
VEN 4-3 LW 4WK DOQ

J



CALL: (FORCE / SWOOP) T FOUR
LENNY

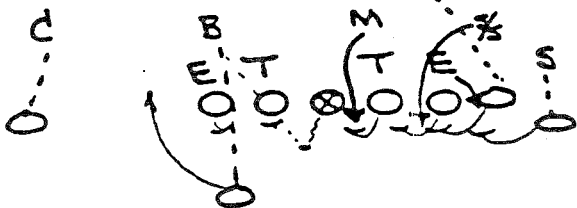
OVER 43 NKL LS 4ST DOQ



CALL: DUAL
SWOOP

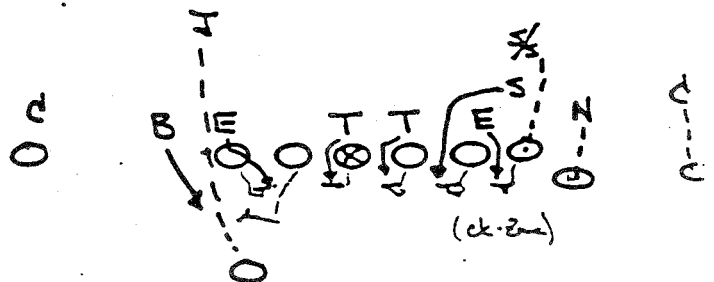
EVEN 4-3 NKL LS 4ST DOQ

J



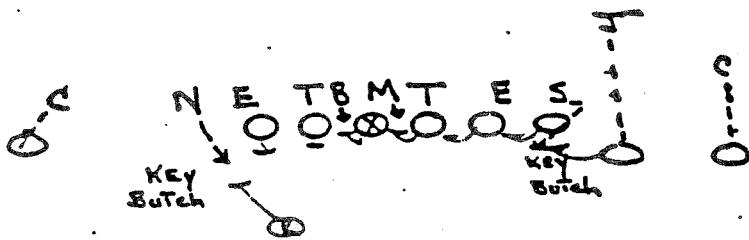
CALL: "THREE" For L
SWOOP

OVER 43 NKL LS MCI DIVIDE Bi DOQ



CALL: DUAL (FORCE)

N 44 NKL LW-LS 4W-S BLOW KEY

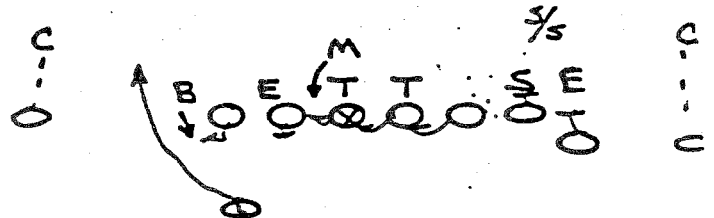


CALL: FOUR
SWOOP

4-3 SOLID
(BIG DUAL)

MCI BKi DOQ

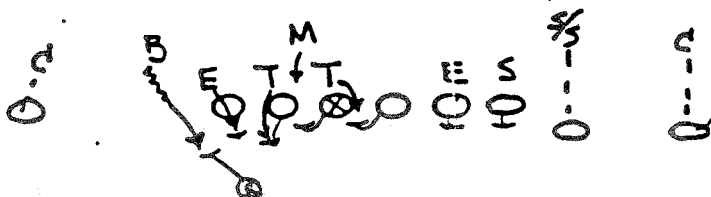
J



CALL: SOLID / BIG DUAL
SLIDE

UNDER 4-3 NKL LW 4WK DOQ KEY

J

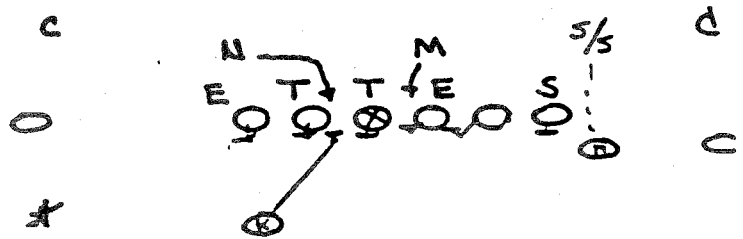


CALL: FOUR
LION

4-3 SOLID
(CHARGED)

MCI N-i DOQ

J



CALL: SOLID / CHARGED
SLIDE

ROBERT-LARRY [BLITZ PROTECTION]

ROBERT-LARRY IS USED TO TAKE CARE OF A 4-WEAK BLITZ AND/OR A 4-STRONG BLITZ. QB CALLS ROBERT/LARRY IN HUDDLE. HE IS ALERTING TEAM TO MAX PROTECT. THE CENTER WILL RECALL ROBERT/LARRY AT L.O.S IF THERE ARE 2 BLITZES TO THE CALLSIDE. "R" BACK IS RESPONSIBLE FOR #4 MAN-BKR/SAFETY. WR'S DONT BREAK VS. SAFETY BLITZ. IF NO BLITZ POSSIBILITY-PROTECTION REVERTS TO "OH" ORN, RIP/LIZ VS. 34 DEF.

LIZ
H-ALERT 5/5

34

CALL: LARRY SWOOP

4-3

CALL: LIZ

34 Bow

CALL: BASE YELLOW

5-4

CALL: BASE YELLOW

ALERT: IF WS BLITZES CALLS WOULD BE 4 "BIG SWOOP"

34 COLT

CALL: BASE ORANGE

5-6

CALL: BASE

TKL=3

CTR=RAY

ALERT: IF WS HOWE CALLS WLD BE A 4 "BIG SWOOP"

34 OVER COLT

CALL: BASE RAY

4-4

CALL: BASE LIZ YELLOW

34 PAIR

CALL: BASE ORANGE

5-7

CALLS: SOLID SLIDE

ALERT: Possible Big SLIDE or Rip Swoop vs. M/KS/WS IN BLOW GAP

34 SOLID CHARGER

CALL: LARRY SWOOP

43 DBL BL

CALL: DUBS SLIDE POSS. FIST

34 SOLID DUBS

CALL: DUBS SLIDE POSS. FIST

Solid DUB

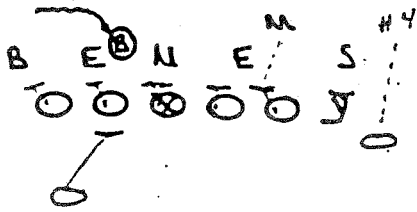
CALL: SOLID SWOOP

34 SOLID STACK

CALL: BIG DUBS SLIDE

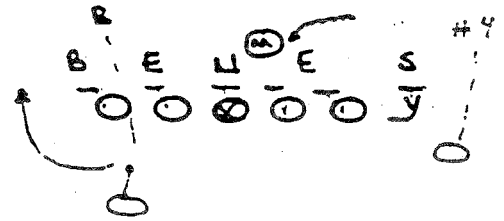
5 DOWN Solid DUB

CALL: CHARGER
SLIDE



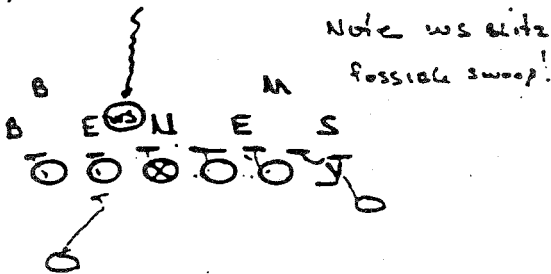
SOLID/CHARGER - Buck Blow

CALL: CHARGER
SLIDE



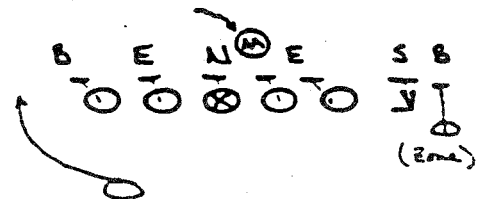
SOLID/CHARGER - MA Blow

CALL: CHARGER
SLIDE



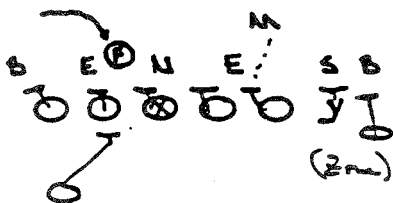
SOLID/CHARGER - WS Blow

CALL: DUB'S
SLIDE



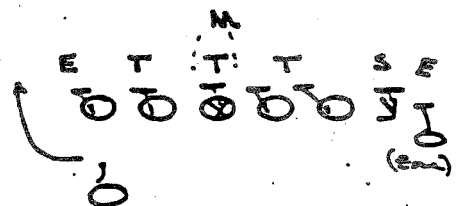
SOLID/DUB'S - MA Blow

CALL: DUB'S
SLIDE



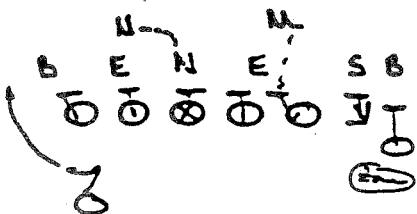
SOLID/DUB'S/FIST - FIST Blow

CALL: DUB'S
SLIDE



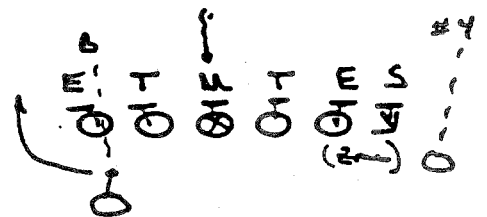
S DOWN SOLID - EIE DUB'S

CALL: SOLID
DUB'S
SLIDE



SOLID (stuck) DUB'S

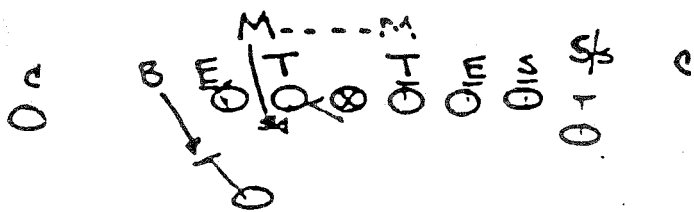
CALL: MUG (mac)



4-3 LOST - MA MUG

EVEN 4-3 LW 4WK DOQ

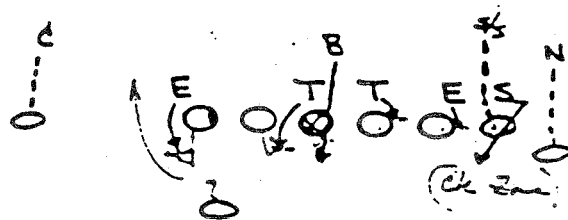
J



CALL: BASE TO Four

OVER 43 NKL LS 4ST DOQ

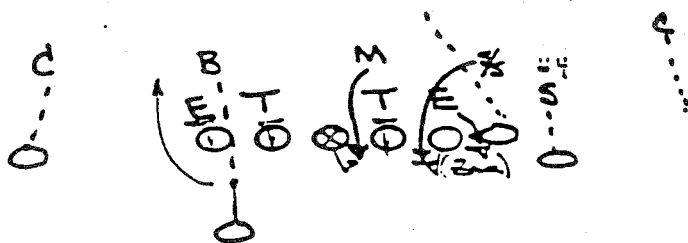
J



CALL: RAM
ONE BACKER.

EVEN 4-3NKL LS 4ST DOQ

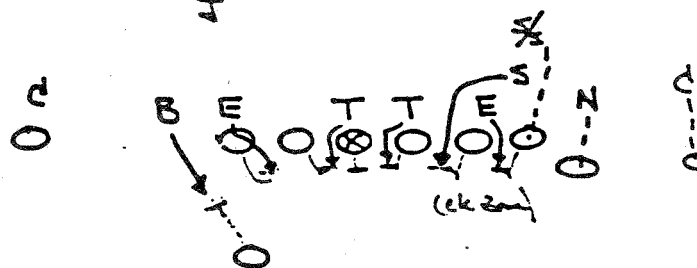
J



CALL: BASE
ck 2nd OT/TE

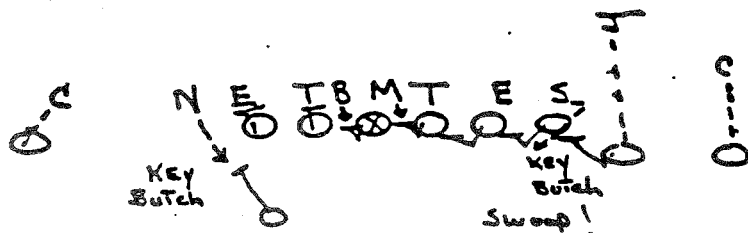
OVER 43 NKL LS MCi DIVIDE Bi DOQ

J



CALL: BRANCH
ONE BACKER!

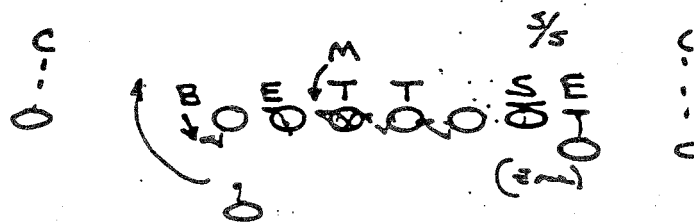
EN 44 NKL LW-LS 4W-S Blow Key



CALL: FOUR
Swoop

4-3 SOLID (BIG DUB'S) MCi BKi DOQ

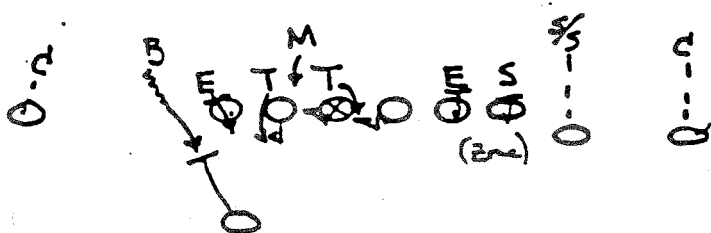
J



CALL: SOLID - BIG DUB'S
SLIDE

UNDER 4-3NKL LW 4WK DOQ KEY

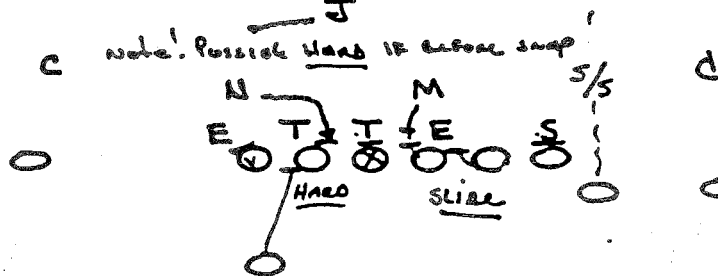
J



CALL: FOUR
LION

4-3 SOLID (CHARGER) MCi N: DOQ

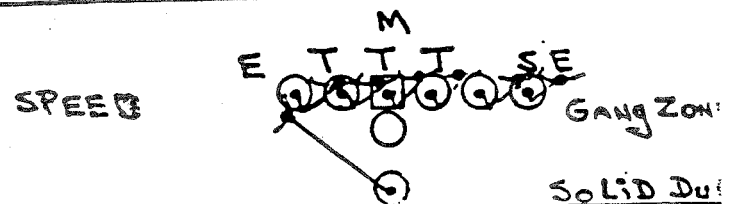
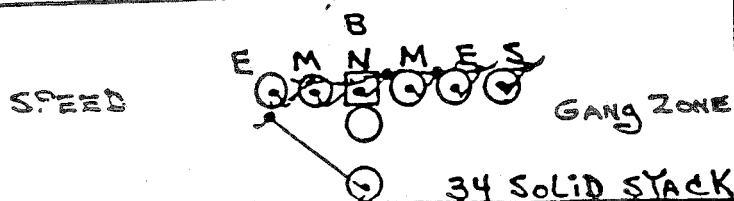
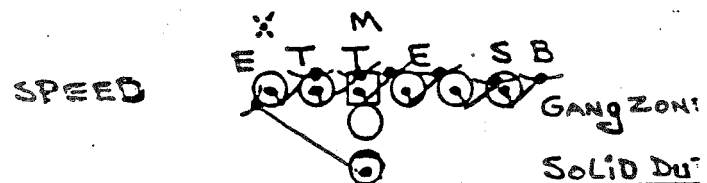
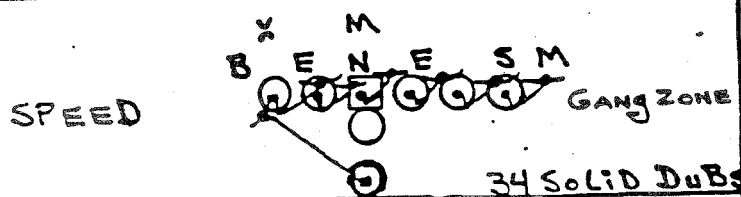
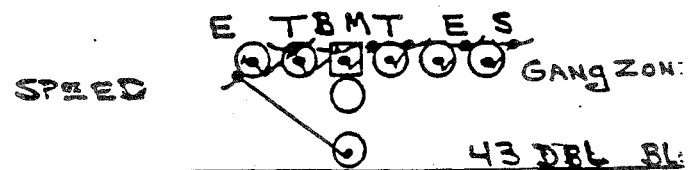
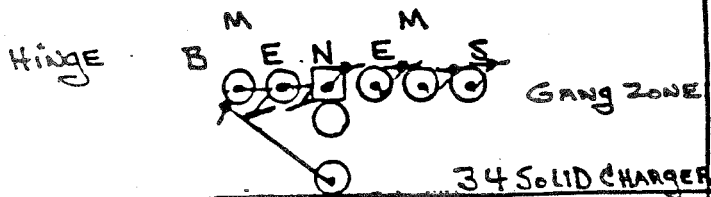
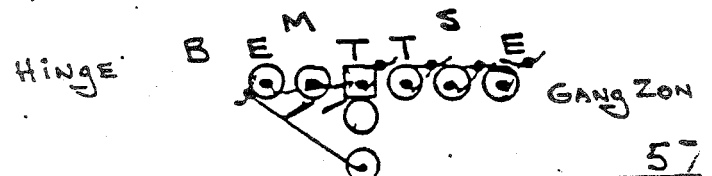
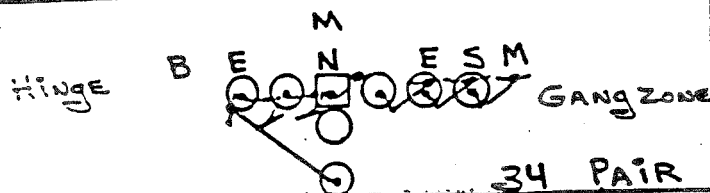
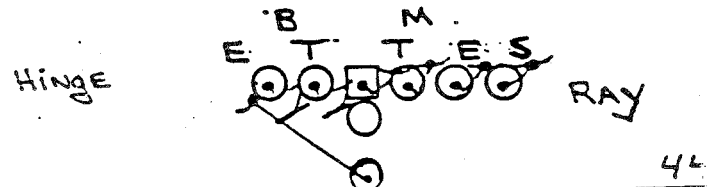
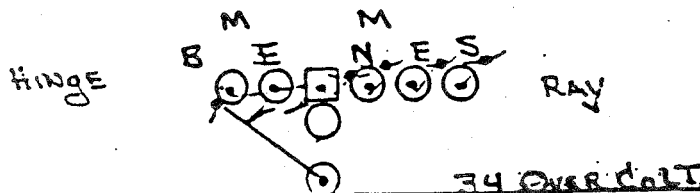
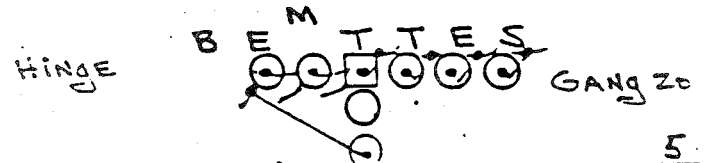
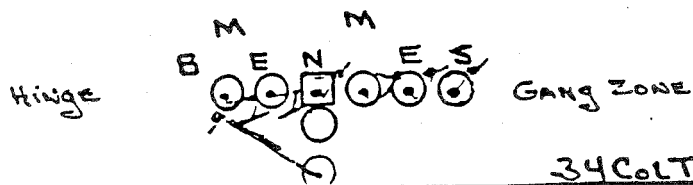
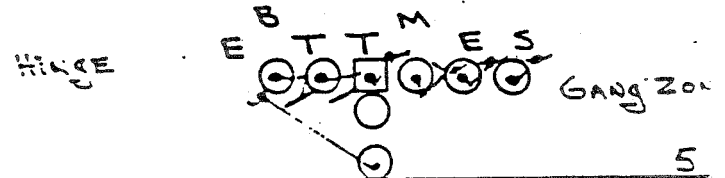
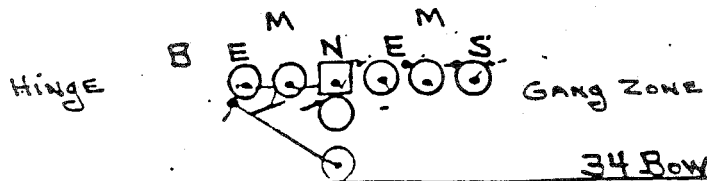
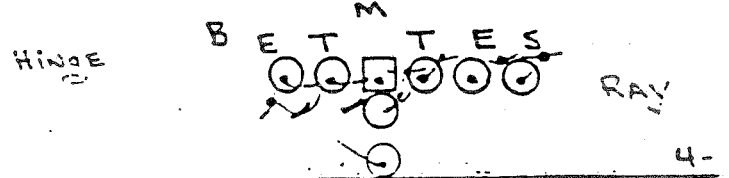
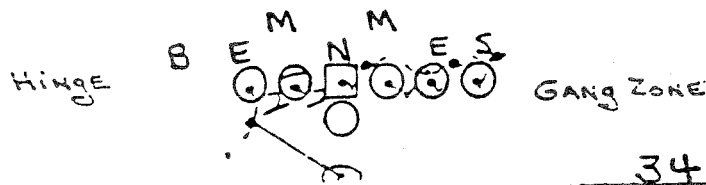
J



CALL: SOLID/CHARGER
SLIDE

SPEED PROTECTION

Aggressive onside reach zone - all stunts - dogs - blitzes will be zone blocked. Offside - reach-hinge zone. Be aggressive and control. Do not let defender cross face. Alert onside call: Gang zone; Ray-Lenny zone. Alert offside call: Speed. "R" - block opposite call side - block EMLOS inside all

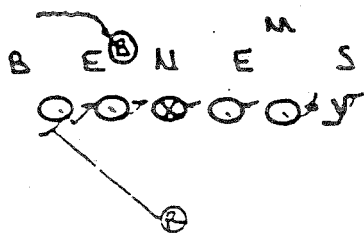


NOTE: EXCEPTION - IF THERE IS A TE OPPOSITE CALL SIDE - SPRINT ONSIDE - BLOCK EMLOS / SAFE

SPEED Pass Protection

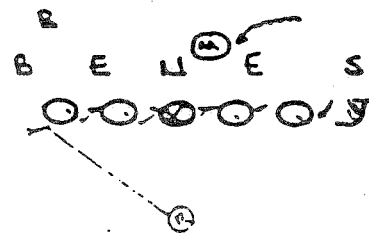
VS SOLID FRONTS - DOTS/BLITZ

CALL:



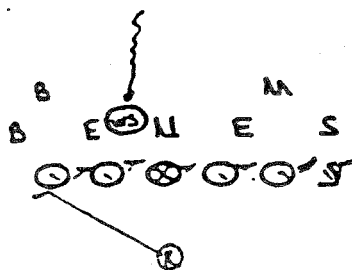
SOLID/CHARGER - Buck Blow

CALL:



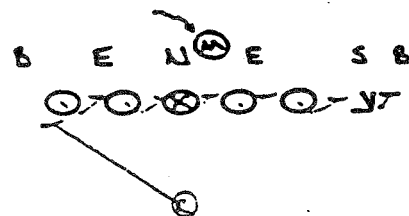
SOLID/CHARGER - MA Blow

CALL:



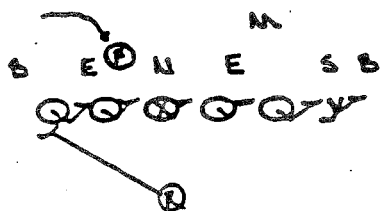
SOLID/CHARGER - VS Blow

CALL:



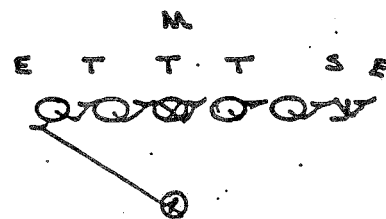
SOLID/DUE - MA Blow

CALL:



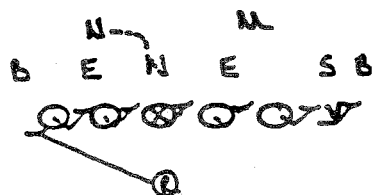
SOLID/DUE/FIST - FIST Blow

CALL:



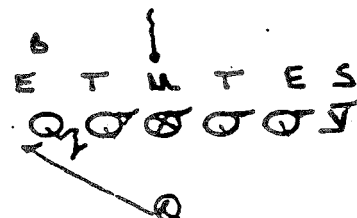
5 BOWAL SOLID - BIG BLOW

CALL:



SOLID (small) BLOW

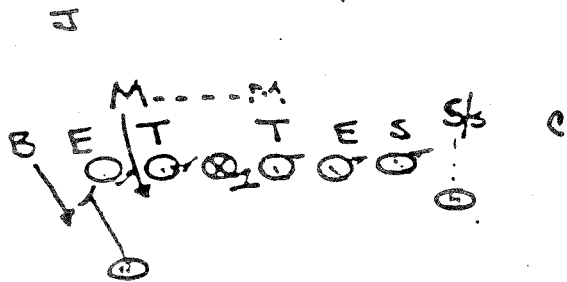
CALL:



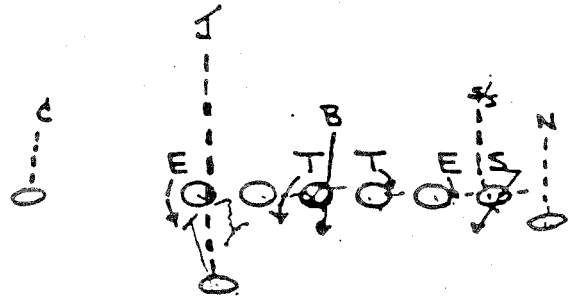
43 LOT - MA BLOW

SPEED - TASS PROJECTION VS NICKEL BLITZES

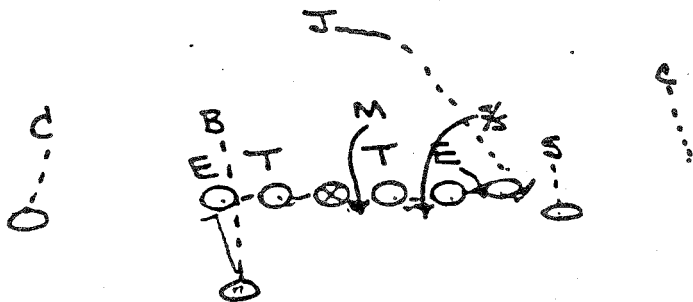
VEN 4-3 LW 4WK Dog



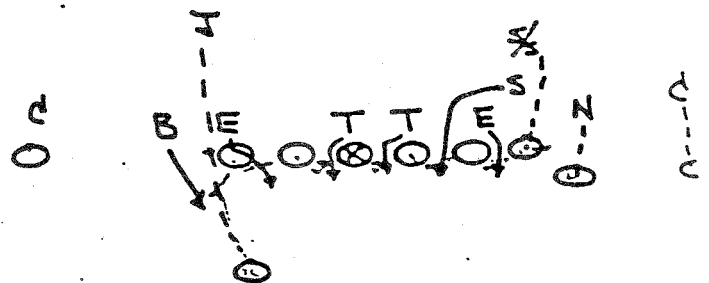
OVER 43 NKL LS 4ST Dog



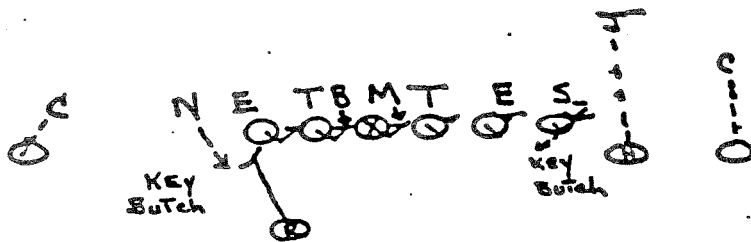
EVEN 4-3 NKL LS 4ST Dog



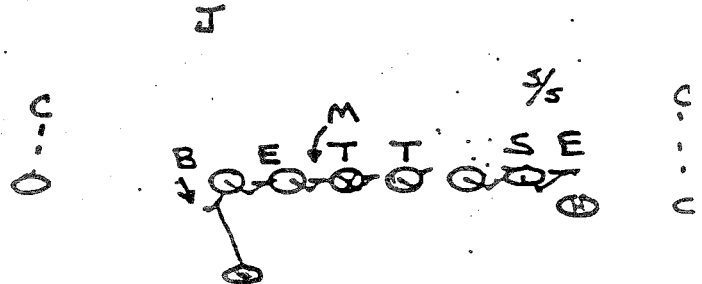
OVER 43 NKL LS MCDIVIDE Bi Dog



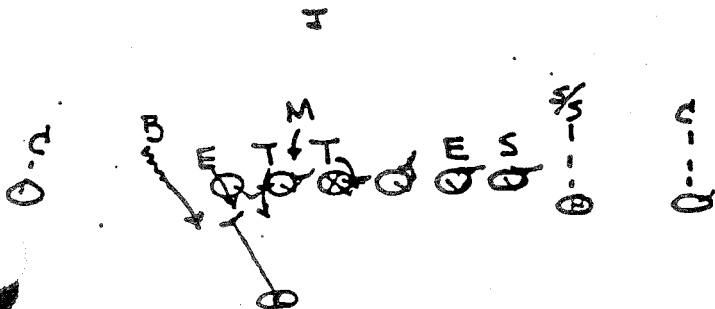
VEN 44 NKL LW-LS 4W-5 Blow Key



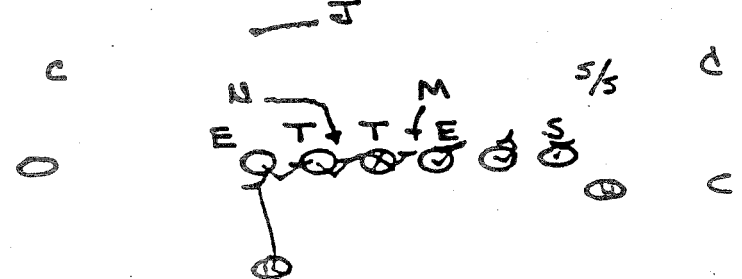
4-3 Solid (BIG Dumb) MCI BKi Dog



UNDER 4-3 NKL LW 4WK Dog KEY



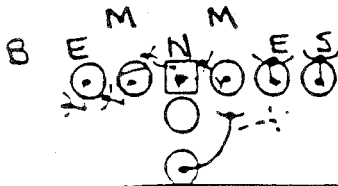
4-3 Solid (CHARGER) MCI N-i Dog



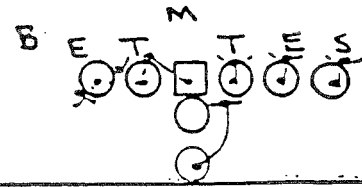
UTION PROJECT

DROPBACK SLIDE PROTECTION. SLIDE BLOCKING WITH TE
BLOCKING RESPONSIBILITY. "R" BACK WILL CHECK FIRST BACKER FROM
INSIDE OUT AWAY FROM THE CALL SIDE. "R" ALERT HARD CALL.

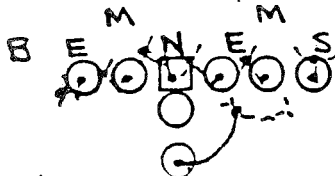
"R" BACK-TE-ALERT BLOCKING ON SOLID AND SOLID DUBS. LINE: ALERT "BASE" CALL
V< 51 57 58 59



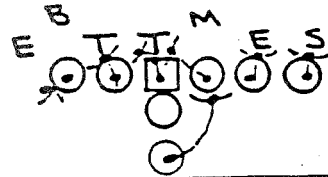
34



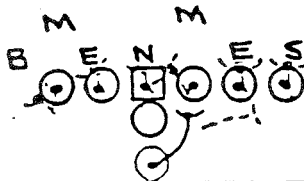
4-3



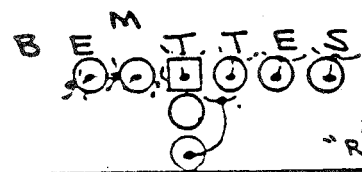
34 Bow



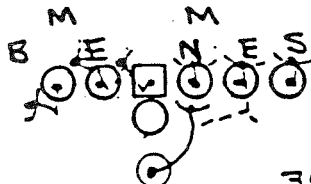
54



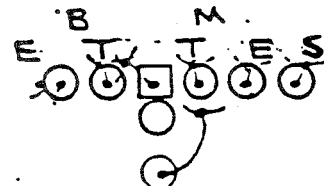
34 Colt



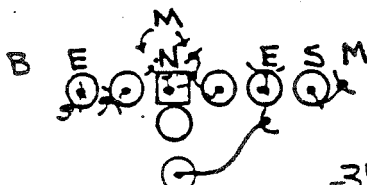
ALERT:
CALL: BASE
RG - MANOVE:
"R" WORK
BACK-EX 56



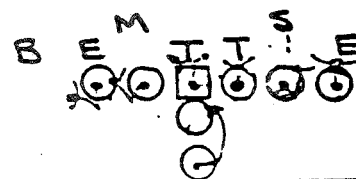
34 Over Colt



44

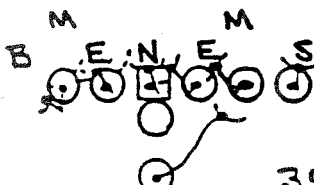


34 PAIR

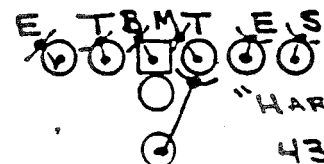


ALERT:
BASE
CALL

57

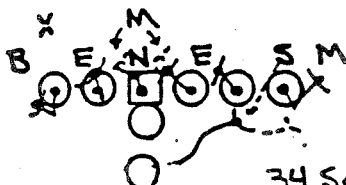


34 Solid Charger

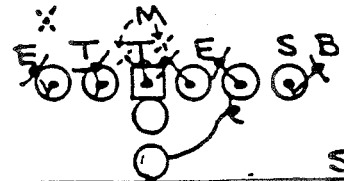


"HARD" CALL

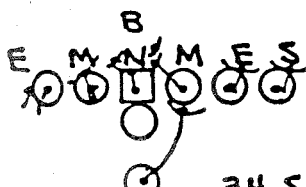
43 DBL BL



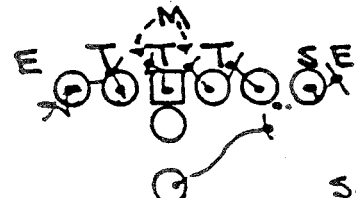
34 Solid DuB



Solid DuB

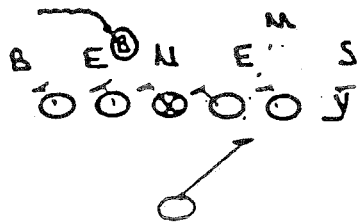


34 Solid Stack



Solid DuB

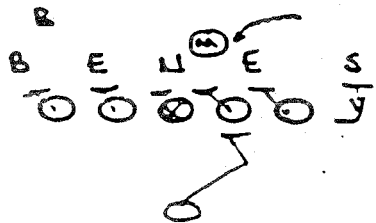
CALL: SLIDE



SOLID/CHARGER - Buck Blow

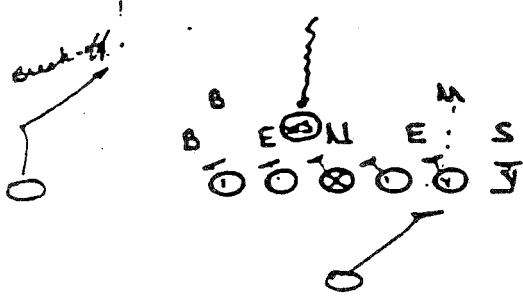
CALL: CHARGER SLIDE

(Possible IN CALL)



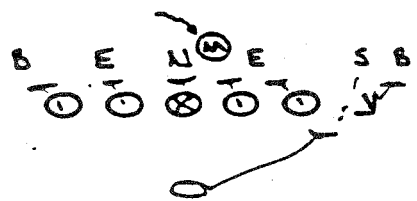
SOLID/CHARGER - MA BLOW

CALL: SLIDE



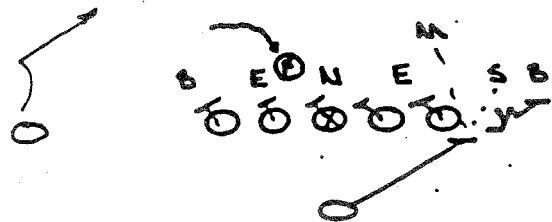
SOLID/CHARGER - MS BLOW

CALL: DUB'S SLIDE



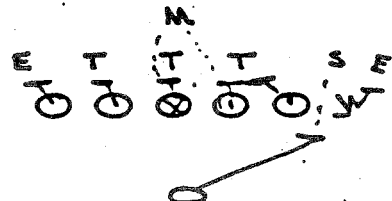
SOLID/DUB'S - MA BLOW

CALL: DUB'S SLIDE



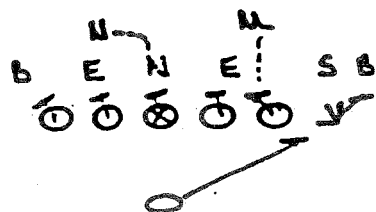
SOLID/DUB'S/FIST - FIST BLOW

CALL: DUB'S SLIDE



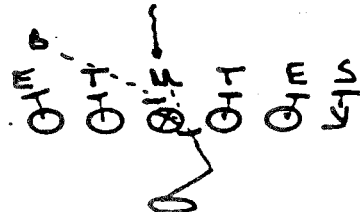
S DOWN SOLID - DUB'S

CALL: DUB'S SLIDE



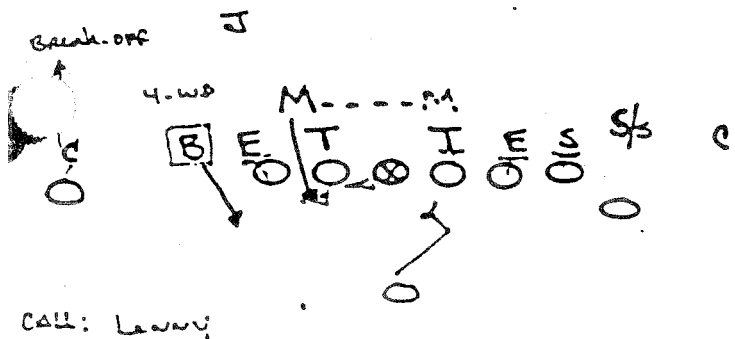
SOLID (SUCK) DUB'S

CALL: MUE (MAC)

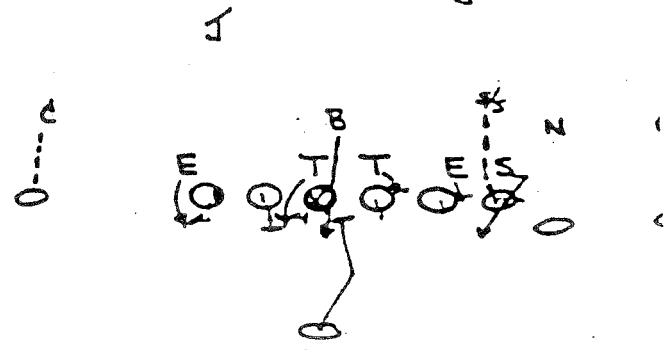


4-3 COT - MA MUE

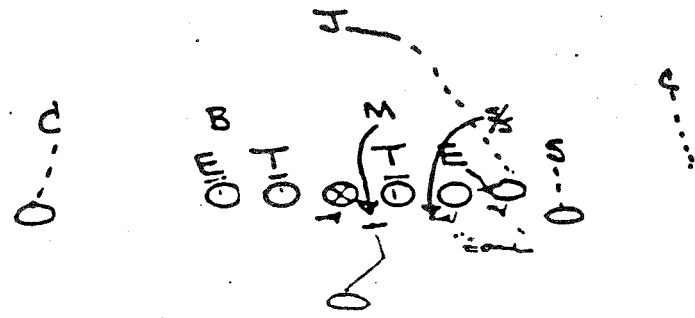
EVEN 4-3 LW 4WK Dog



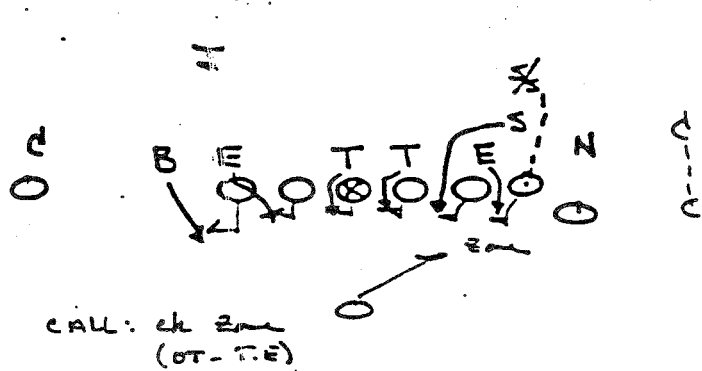
OVER 43 NKL LS 4ST Dog



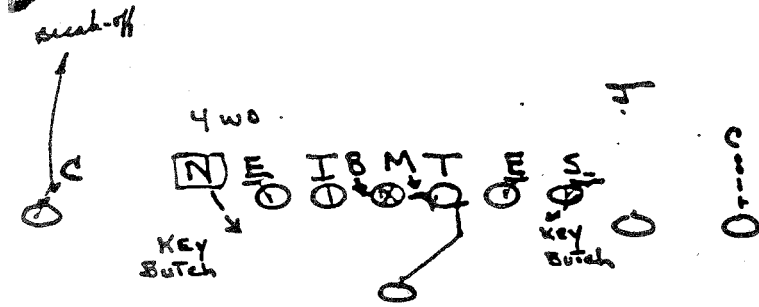
EVEN 4-3 NKL LS 4ST Dog



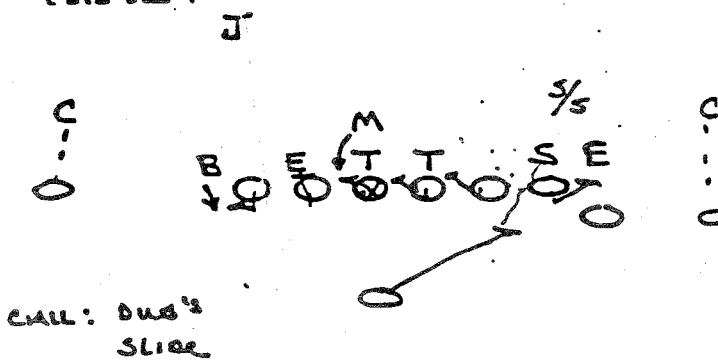
OVER 43 NKL LS McDivide Bi Dog



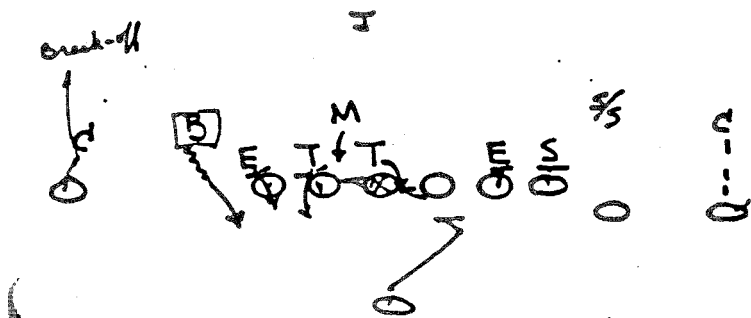
44 NKL LW-LS 4W-3 Blow Key



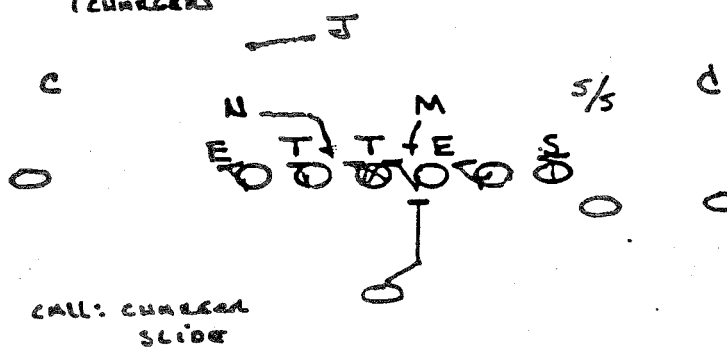
4-3 Solid (BIG Bug's) MCI BKi Dog



UNDER 4-3 NKL LW 4WK Dog KEY



4-3 Solid (CHANGED) MCI N-i Dog



CHARLIE 10 HITCH - CHARLIE 20/30

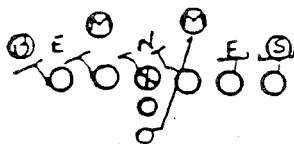
SLIDE AGGRESSIVE PROTECTION. MUST CONTROL THE DEFENSIVE FRONT AT THE LOS. BECAUSE OF SHORT DROP BY Q.B. (DO NOT SET OFF LOS OR GIVE GROUND) THE INSIDE IN THIS PROTECTION IS THE SIDE OF THE ACTION CALLED. (SAME PROTECTION AS OPTION BUT MORE AGGRESSIVE)

R BACK ALERT SOLID DUBS - HARD CALL BACKER LOCATIONS.

ALERT SLIDE ODD - EVEN CALLS - ALERT BASE CALL VS. 56 - 65 & 57 DEFENSE.

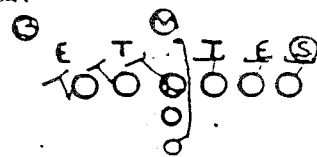
56 BASE 65

SLIDE (ODD)



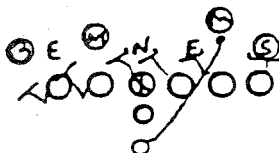
34

SLIDE (EVEN)



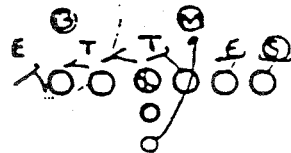
43

SLIDE (ODD)



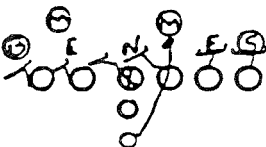
34 Bow

SLIDE (ODD)



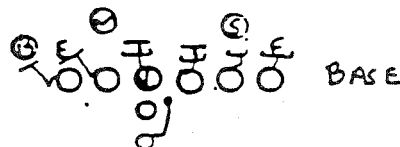
54

SLIDE (ODD)



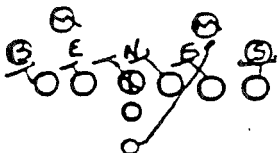
34 COLT

(ODD) * NOTE: CENTER ALERT 'BASE' CALL VS. 56



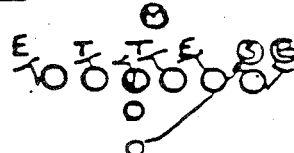
57

SOLID



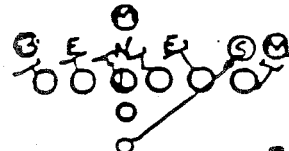
34 SOLID

SOLID DUBS



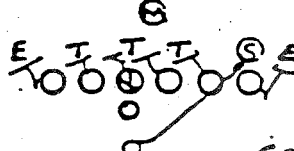
SOLID DUBS

SOLID DUBS



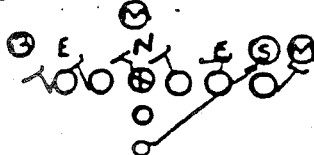
34 SOLID DUBS

SOLID DUBS



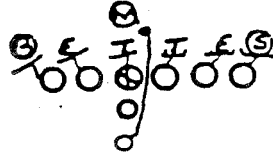
5 DOWN SOLID DUBS

SLIDE (ODD)



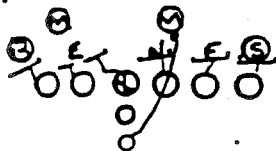
34 PAIR

SOLID (X BASE CALL)



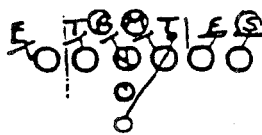
65

SLIDE (EVEN)



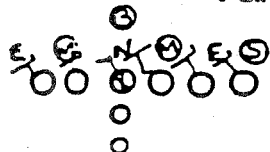
34 OVER COLT

HARD



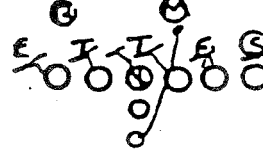
43 DBL. Blow

SOLID



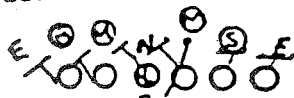
34 SOLID STACK

SOLID



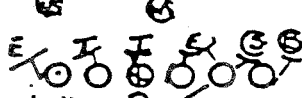
45

SLIDE (ODD)



34 Bama

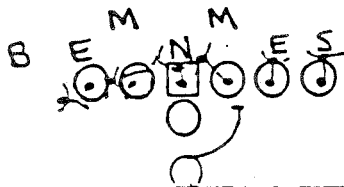
SOLID DUBS FIST



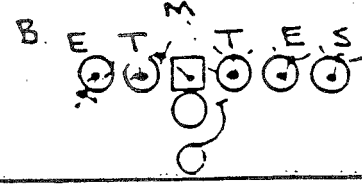
Solid Dubs Fist

UNKLIF 40150 TROIECTION

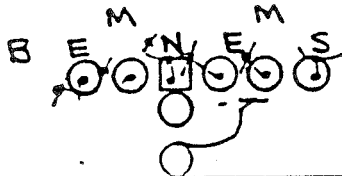
CHARLIE IS AN AGGRESSIVE PLAY ACTION PASS PROTECTION COMING OFF A 40/50 G.
 FAKE TO THE "R" BACK. THE ONSIDE IS THE CALLSIDE. THIS IS OUR SLIDE PRO (SAME AS OPTI:
 BACK-ALERT-SOLID DUBS - "HARD" CALL-BACKER LOCATIONS. TE-ALERT-SOLID DUBS
 INE-ALERT ODD-EVEN CALL: ALERT BASE CALL VS. 56 & 57 DEFENSE



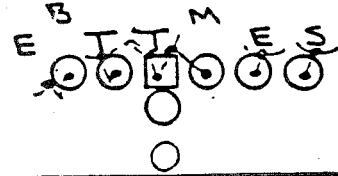
34



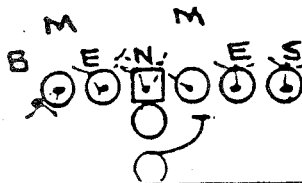
4-3



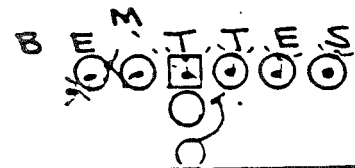
34 Bow



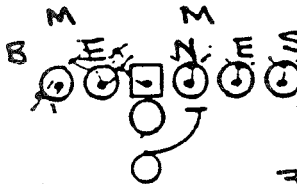
54



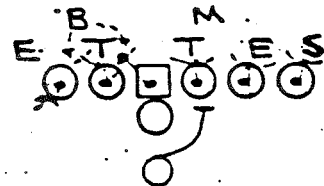
34 Colt



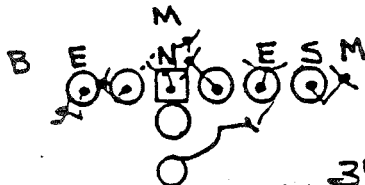
56



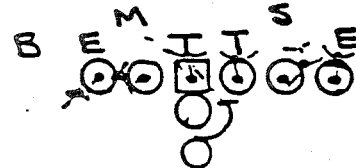
34 Over Colt



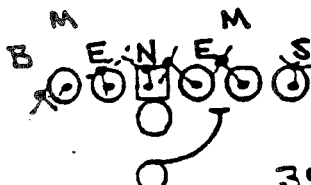
44



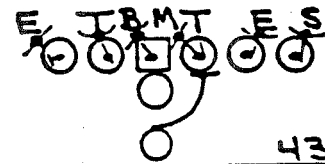
34 Pair



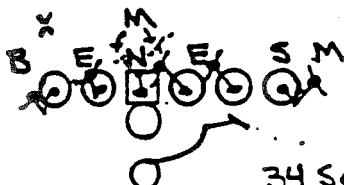
57



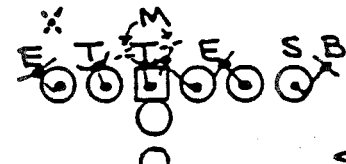
34 Solid Charger



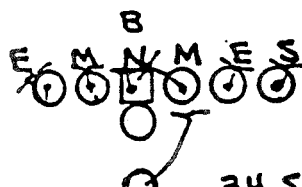
43 DBL BLW



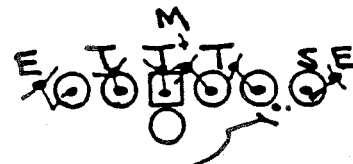
34 Solid DUBS



Solid DUB



34 Solid STACK



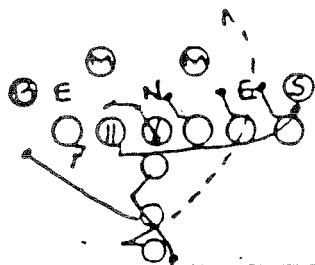
5 Down Solid DUB

KUN PASS 60/70 CTR

CALL: GAP

NOTE: R AILRAT S/S ALIGNMENT (BLITZ)

BLKING BACK ATTACK OUTSIDE MAN ON LOS.

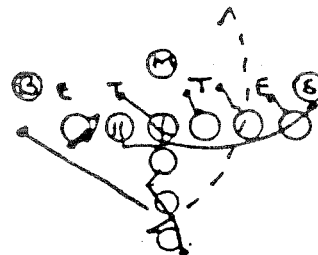


34

CALL: DUCE/ADD

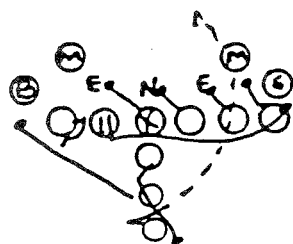
NOTE: R AILRAT VS ALIGNMENT (BLITZ)

BLKING BACK ATTACK OUTSIDE MAN ON LOS
OUTSIDE TACKLE BLK DEF. END



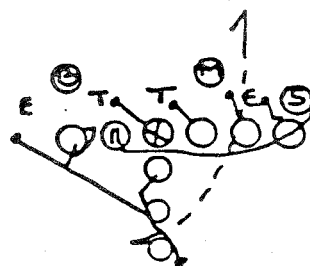
43

CALL: ANGIL



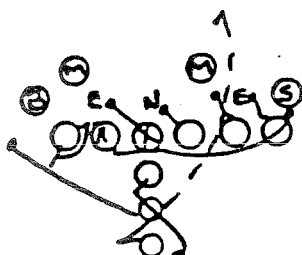
34 CHARGER

CALL: ANGIL



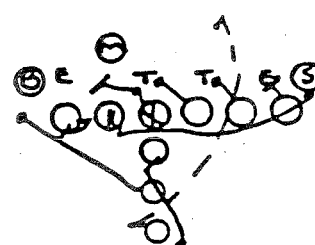
54

CALL: ANGIL



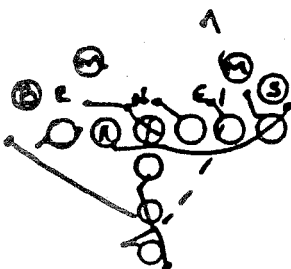
34 COLT

CALL: ANGIL



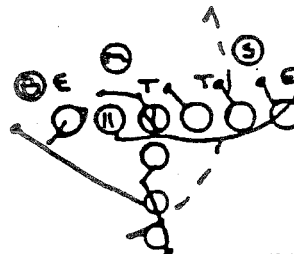
56

CALL: GAP



34 BOW

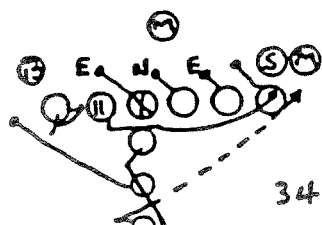
CALL: GAP



57

CALL: DUBS
ANGIL

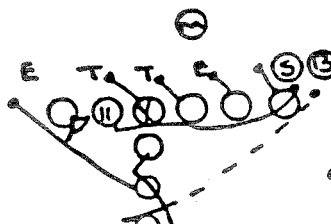
NOTE: R BACK BLK OUTSIDE DUBS BACKER



34 Solid Dubs

CALL: DUBS
ANGIL

NOTE: R BACK BLK OUTSIDE DUBS BACKER.

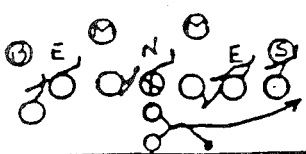
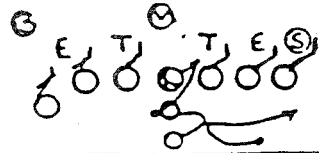
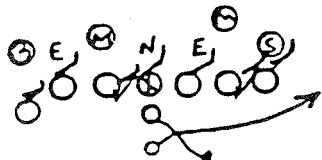
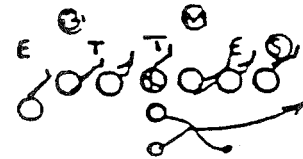
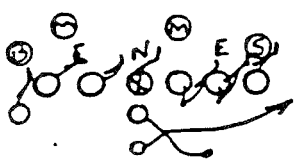
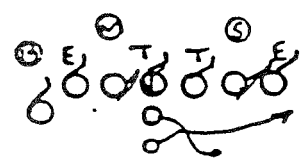
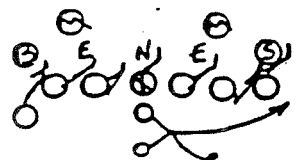
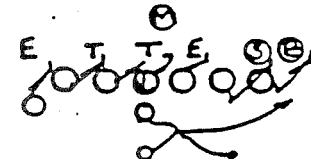
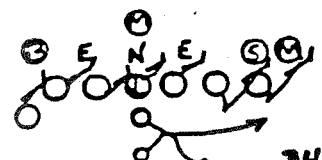
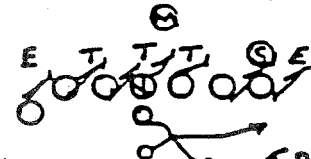
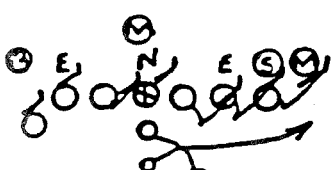
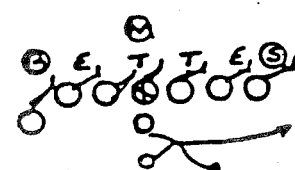
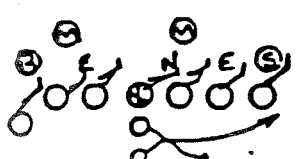
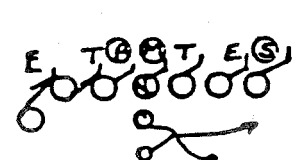
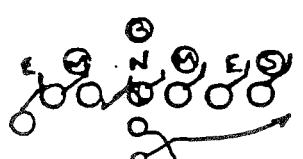
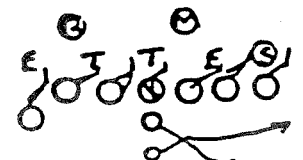
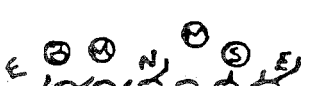
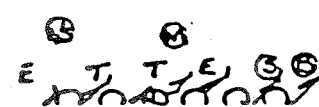


Solid Dubs

PLAY PASS 60/70 OUTSIDE

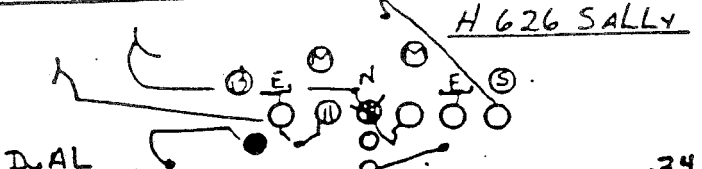
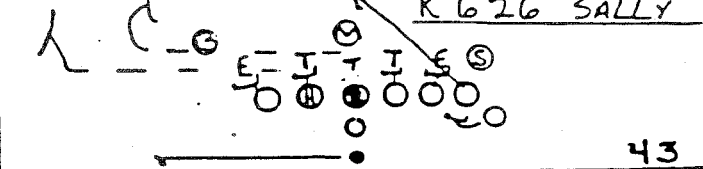
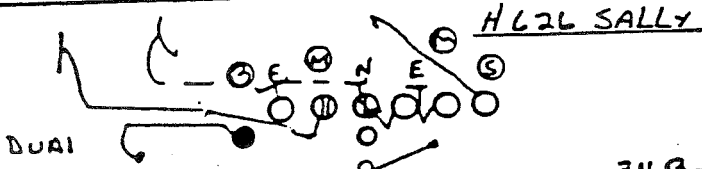
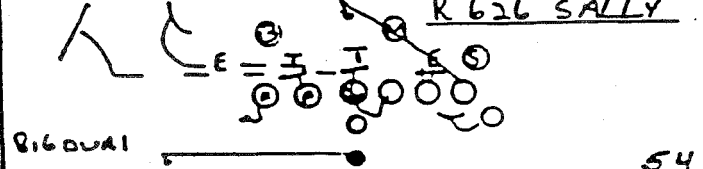
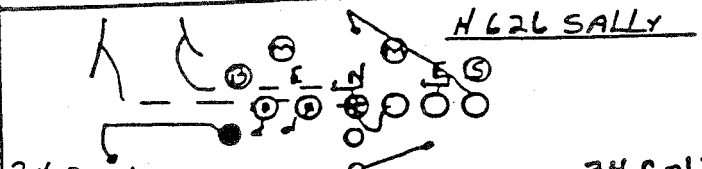
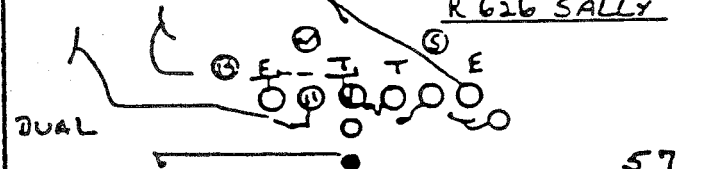
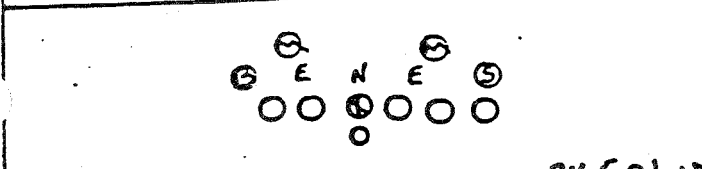
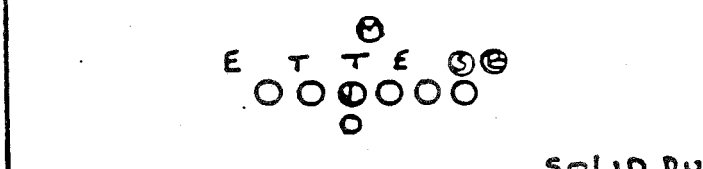
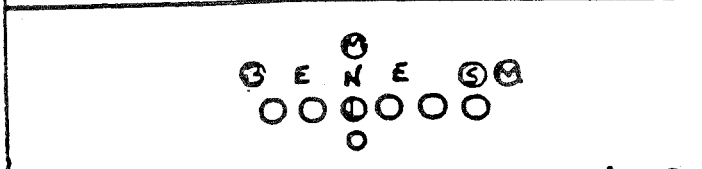
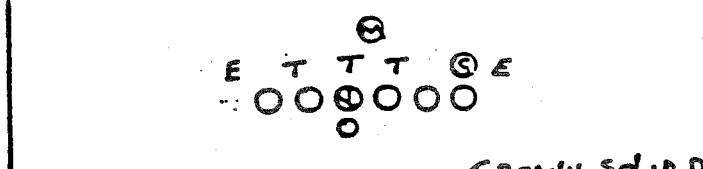
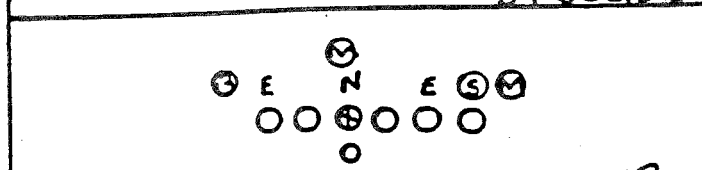
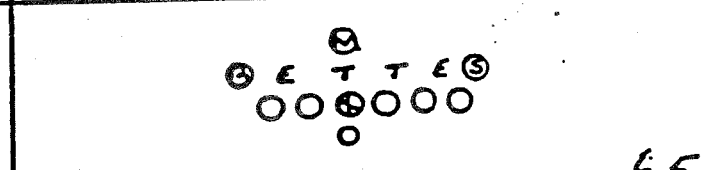
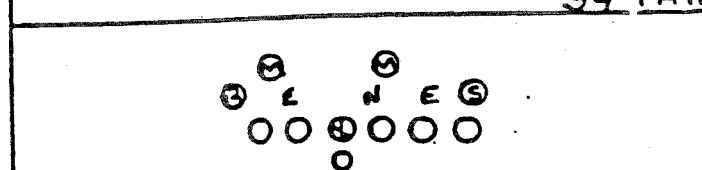
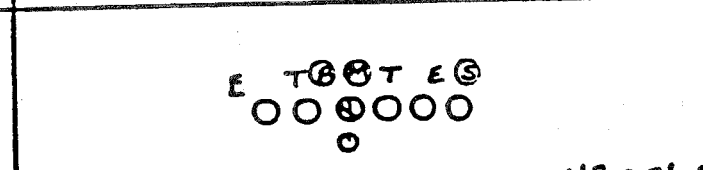
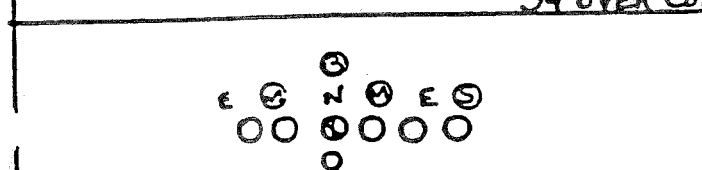
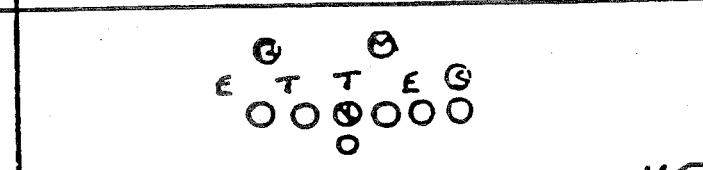
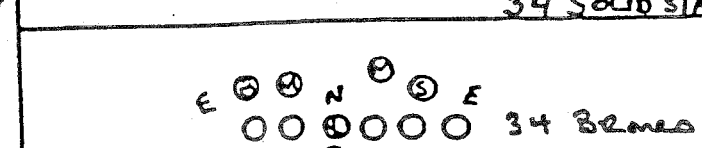
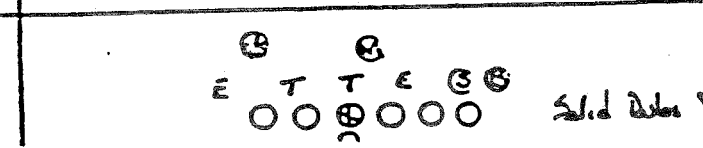
When Q.B. GIVES THE TERM PLAY PASS HE IS ALERTING THE OFFENSIVE LINE TO BLOCK THE PROTECTION EXACTLY LIKE THE RUN. IT IS IMPORTANT WE GIVE DEFENSE A RUN READ.

NOTE: USE SAME BLOCKING AS 60/70 OUTSIDE.

 <p>34 GANG</p>	 <p>43 RAY</p>
 <p>34 Bow GANG</p>	 <p>54 GANG</p>
 <p>34 COLT GANG</p>	 <p>57 GANG</p>
 <p>34 SOLID GANG</p>	 <p>SOLID DUBS GANG</p>
 <p>34 SOLID DUBS GANG</p>	 <p>5 DOWN SOLID DUBS GANG</p>
 <p>34 PAIR GANG</p>	 <p>65 MAN</p>
 <p>34 OVER COLT BIG RAY</p>	 <p>43 Dbl. Blow RAY</p>
 <p>34 SOLID STACK MAN</p>	 <p>45 GANG</p>
 <p>34 Arrow GANG</p>	 <p>Solid Dubs Fast GANG</p>

NOSE-BALL (KNOB SCREEN)

THIS IS A READ SCREEN WITH THE FIRST CHOICE BEING A PASS DOWNFIELD TO EITHER OUR X Y OR Z. OUR SECOND CHOICE IS TO DUMP THE BALL TO OUR 'R' OR 'H' BACK. QB WILL USE A 5 STEP DROP - THIS IS A 2 COUNT SCREEN FOR OUR OFFENSIVE LINE.

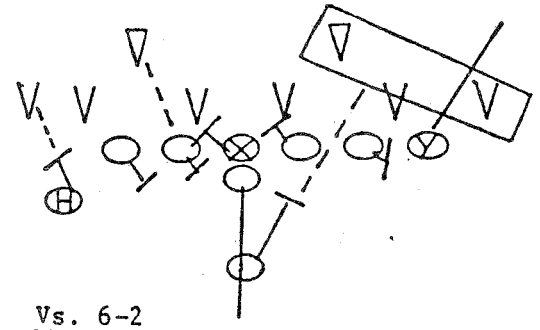
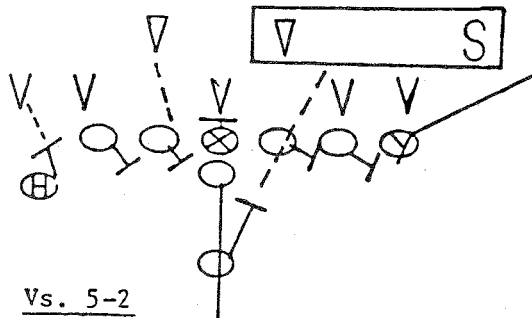
 <p>H 626 SALLY</p> <p>34</p>	 <p>R 626 SALLY</p> <p>43</p>
 <p>H 626 SALLY</p> <p>34 Bow</p>	 <p>R 626 SALLY</p> <p>54</p>
 <p>H 626 SALLY</p> <p>34 COLT</p>	 <p>R 626 SALLY</p> <p>57</p>
 <p>34 SOLID</p>	 <p>SOLID DUBS</p>
 <p>34 SOLID DUBS</p>	 <p>5 DOWN SOLID DUBS</p>
 <p>34 PAIR</p>	 <p>65</p>
 <p>34 OVER COLT</p>	 <p>43 DOL. Blon</p>
 <p>34 SOLID STACK</p>	 <p>45</p>
 <p>34 B2med</p>	 <p>Solid Dubs Fast</p>

DROPPACK PASS PROTECTION

* From Coaches' Note Book

10 & 20 BASIC PROTECTION (We use the same protection rules on both the 10 & 20 series - the technique is slightly more aggressive on the "10 series", as we fire into the defender; on the "20 series" - we begin the battle on the L.O.S. and give ground very grudgingly). Our basic scheme (below) is a combination of "fan" blocking (big on big) on the callside, and "solid" blocking on the offside (primary reason for this is to give the center help with the nose - off guard will help him if his man doesn't come; also our RB doesn't have to block a rushing lineman).

Example: Even 20 (Odds are exactly opposite) Callside = right. (Y has a free release on evens - H has a free release on odds).



"AN"

ON-SIDE TACKLE - Second man on L.O.S. outside Center (if he drops, help On Guard)

ON-SIDE GUARD - First man on L.O.S. outside Center.

CENTER - On, Away (if man is LB & drops, help Guards)

OFF GUARD - " " (if man is LB & drops, help Center)

OFF TACKLE - " " (if man is LB & drops, help Guard)

OFF H or Y - " " (flare control off of Def. End - block him if he comes & release if he drops)

"SOLID"

RUNNING BACK - Double read from 1st. LB from inside-out on callside, to man responsible for flat (Monster: S/S; Drop End/8 man front: etc.). If both rush - take the inside man. If one rushes - take him. If neither rushes - go out. C.P. Vs. a one LB defense (6-1, etc.), double read from Def. End to man responsible for flat.

★ NOTE: Vs. teams that bring both men that the RB is assigned to check, we put the callside H or Y on a "Check-Out" call on the outside man (outside release: if he comes block him - if not run your route).

we do this more often than not - gives true "max" protection.

TIMING FOR 10 & 20 SERIES:

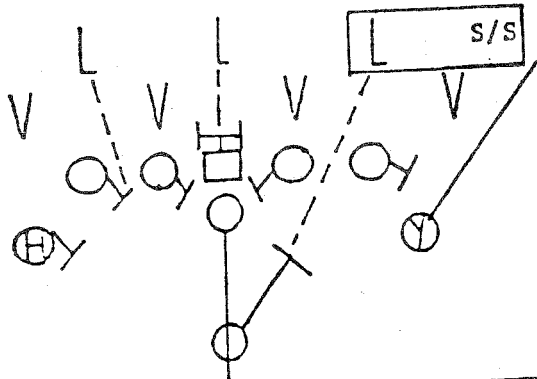
A) 10 SERIES = QB sets (3 steps) in .8 and throws in 1.5

B) 20 SERIES = QB sets (5 steps) in 1.3 and throws in 2.5

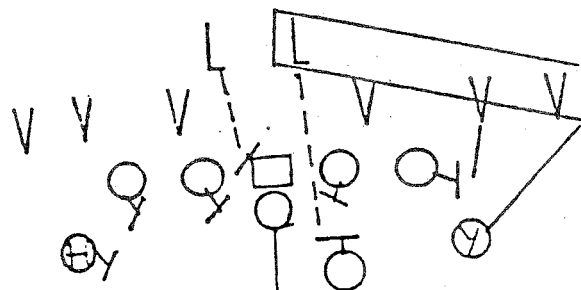
APPLICATION OF 10/20 BLOCKING RULES

SPLITS: 2-2-3
("FAN" SIDE OT = 3'
IF MAN OUTS.)

4-3 (or 5-2 Eagle if N on; 6-1 if OLB's on line)

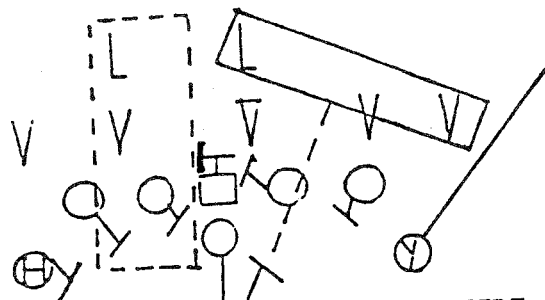


Split 6-2
(or 4-4)



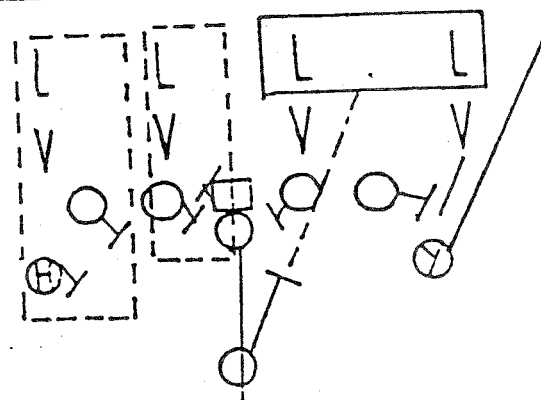
NOTE: RB MUST CHEAT OUT & UP VS.
IMMEDIATE A GAP THREAT.

Gas Stack Right

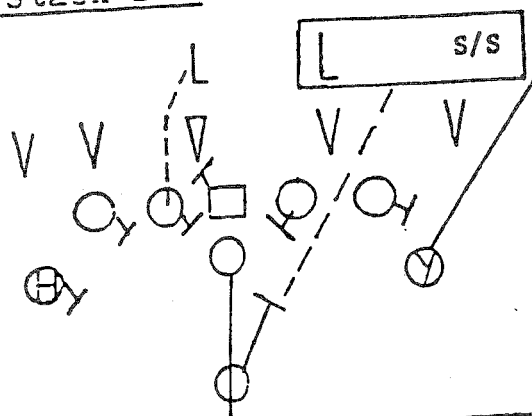


NOTE: ANYTIME THERE IS 4 TO CALLSIDE & 3
AWAY - SHOULD PUT CALLSIDE TO SIDE OF 3
RUSHERS (BEC. WE HAVE 4 MEN BLOCKING AWAY)

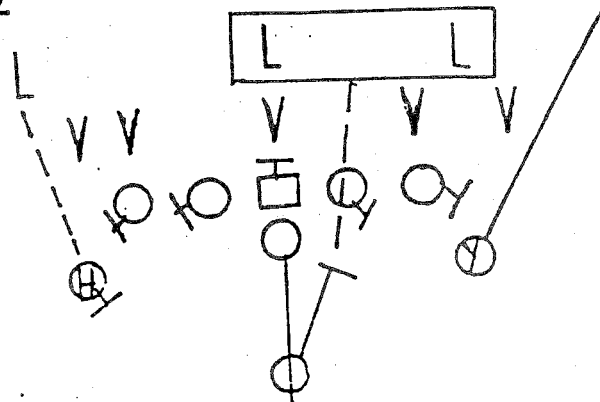
Stack 4-4



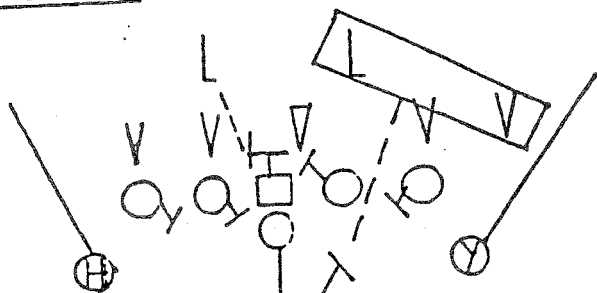
Gas Stack Left



5-3

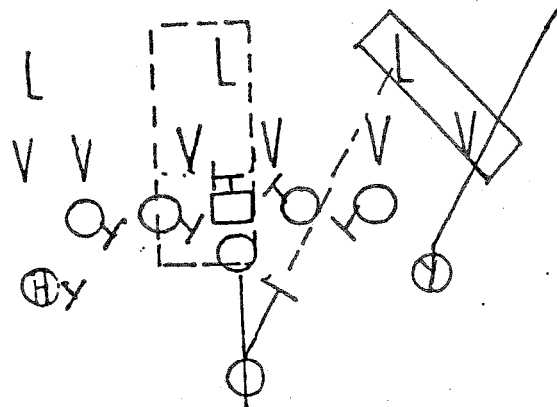


5-2 Over



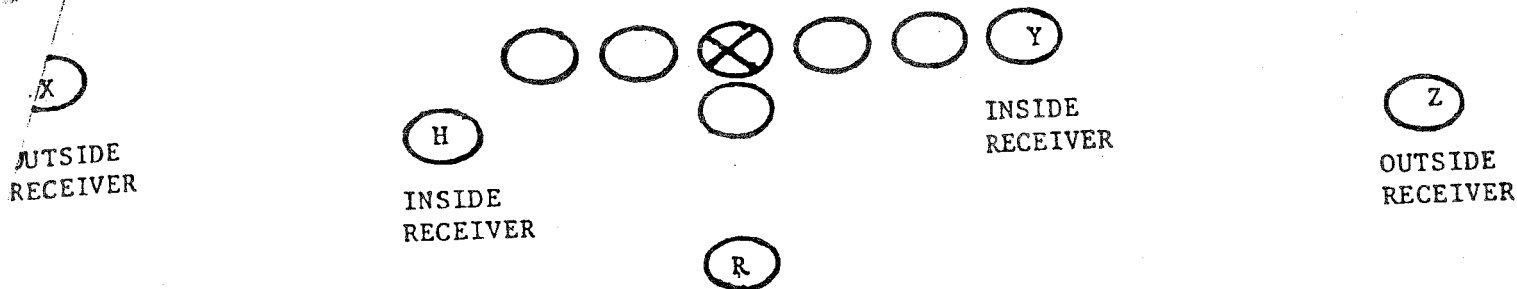
NOTE: DITTO NOTES UNDER GAP STACK RIGHT
(ABOVE)

6-5



DROPPACK PASS OFFENSE

(RULES FOR THE SYSTEM)



I. 20 SERIES: (QB = 5 STEPS - SET/1.3 & THROW/2.5; WIDE RECEIVERS RUN 12 YD. ROUTE TREE).

"REGULARS"

ROUTE #	INSIDE REC.	OUTSIDE REC.	
0-1	CURL	CURL	<div> <div> </div> <div> </div> </div>
2-3	OUT	POST	
4-5	TURN (OR FLAG)	OUT	
6-7	FLAT	CURL	
8-9	POST	IN	
			EVEN #'s = CALLSIDE RT.
			ODD #'s = CALLSIDE LT.

- THESE 5 ROUTES ARE THE BASIS FOR OUR ENTIRE PASS OFFENSE.
- OUTSIDE & INSIDE RECEIVERS ON THE CALLSIDE EXECUTE ROUTE CALLED FOR BY NUMBER (ABOVE).
- OUTSIDE RECEIVER AWAY FROM CALL DUPLICATES ROUTE OF OUTSIDE RECEIVER ON CALLSIDE.
- INSIDE RECEIVER AWAY FROM CALLSIDE BLOCKS DEFENSIVE END, OR RELEASES INTO PATTERN ON FLARE CONTROL IF END DOESN'T RUSH (FLAT ROUTE ON 0-1, 2-3, 6-7, 8-9; CIRCLE ROUTE ON 4-5).
- RUNNING BACK BLOCKS CALLSIDE LB, OR RELEASES INTO PATTERN ON FLARE CONTROL IF LB DOESN'T BLITZ (FLAT ROUTE ON 0-1, 2-3; CIRCLE ROUTE ON 4-5, 6-7; SWING ROUTE ON 8-9).

II. 10 SERIES: (QB = 3 STEPS - SET/1.8 & THROW/1.5; WIDE RECEIVERS RUN 6 YD. ROUTE TREE).

"QUICKS"

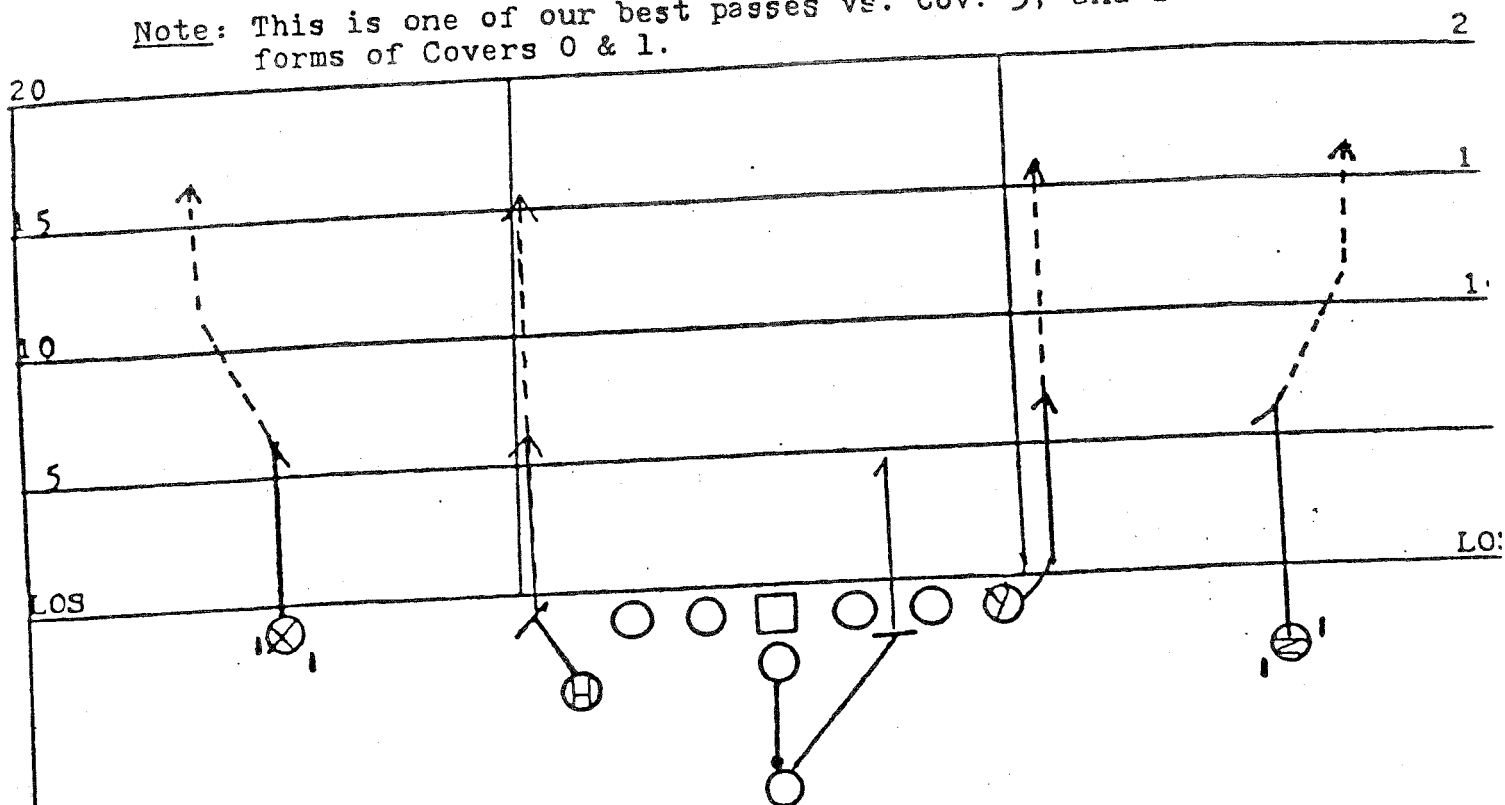
ROUTE #	INSIDE REC.	OUTSIDE REC.	
0-1	SEAM	HITCH	<div> <div> </div> <div> </div> </div>
2-3	FLAT (OR SEAM)	QUICK POST	
4-5	QUICK TURN II	QUICK OUT	
			EVEN #'s = CALLSIDE RT.
			ODD #'s = CALLSIDE LT.

- ONLY 3 BASIC ROUTES (#'s SAME AS 12 YD. ROUTE TREE EXCEPT ROUTES ARE CUT IN HALF).
- OUTSIDE AND INSIDE RECEIVERS ON CALLSIDE EXECUTE ROUTE CALLED FOR BY NUMBER (ABOVE).
- OUTSIDE RECEIVER AWAY FROM CALL DUPLICATES ROUTE OF OUTSIDE RECEIVER ON CALLSIDE.
- INSIDE RECEIVER AWAY FROM CALL BLOCKS DEFENSIVE END, OR RELEASES INTO PATTERN ON FLARE CONTROL IF END DOESN'T RUSH (SEAM ROUTE ON 0-1, 4-5; CIRCLE ROUTE ON 2-3).
- RUNNING BACK BLOCKS CALLSIDE LB, OR RELEASES INTO PATTERN ON FLARE CONTROL IF LB DOESN'T BLITZ (CIRCLE ROUTE ON ALL "10 SERIES" PASSES).

Formation DOUBLE RT.

Play 10 PASS (11 = Opposite)

Note: This is one of our best passes vs. Cov. 3, and loose forms of Covers 0 & 1.



VARIATION: 10 Up > Dotted Lines Above (all called receivers run Up routes)
 11 Up >

Note: This is one of our best passes vs. Cov. 2 (vs. a steady diet of Cov. 2/zone under, Y can run a flat route to hold the Corner).

Post.	Assignment (Base 10 Pass)	Coaching Points
QB	3 step dropback (set in .8; throw in 1.5)	Pre-read flat areas for A) deepest CB & B) cleanest walkaway area. Generally speaking, go strong vs. 3 deep & weak vs. 4 deep.
RB	Attack G-T gap & pick up SLB blitz.	IF HE DROPS RUN CIRCLE ROUTE.
TE	Aggressive block end (kick out w/outs. shoulder).	
Z	4 step hitch (after catch, roll it outside).	convert to fade vs. hard corner.
Y	Seam route.	Use outside release.
X	4 step hitch (after catch, roll it outside).	convert to fade vs. hard corner

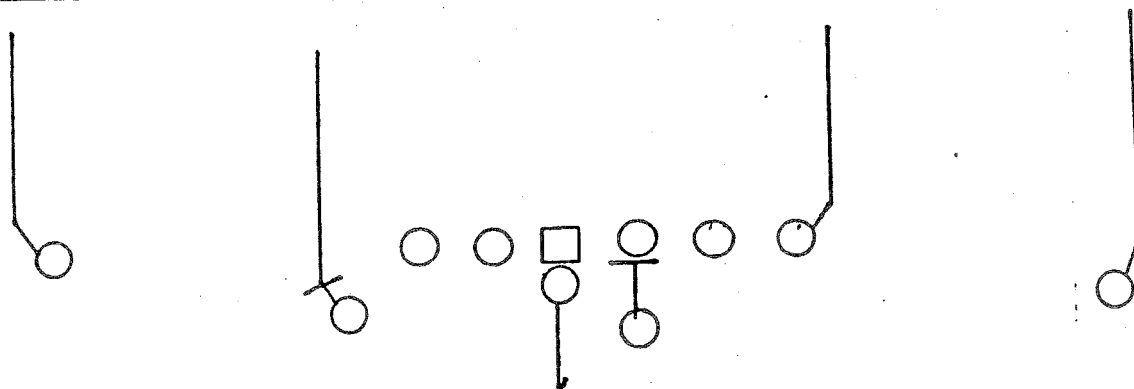
NOTE: "14/15" Pass - same as above except X & Z run quick out.

A musical staff diagram featuring several elements: a single eighth note on the left; a series of notes including a quarter note, two eighth notes, a square symbol, a half note, another eighth note, and a final note labeled 'E' with a circled 'E'; and a single eighth note on the right.

OB: Go to side of deepest CB & read the Def. End (OR WHOEVER COVERS THE FLAT)

-

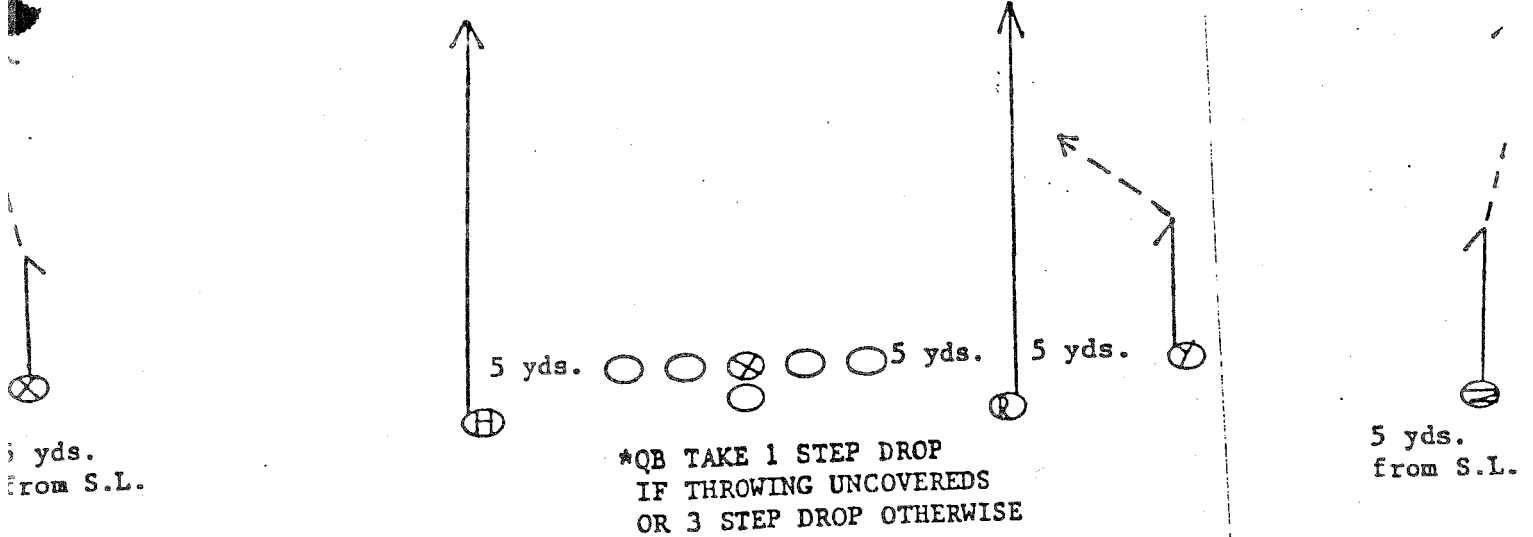
A) If he moves towards Y (or turns his shoulders to Y), hit H. B) Vice-Versa.



QB: Go to side of closest corner (don't look F/S onto throw until 3rd. step - eyeball him to keep him in center field.)

"EMPTY"

* ON this, we put
OFF. LINE shoe to
shoe + use solid
PROTECTION ON both
sides



"EMPTY"

ALIGNMENTS:

- X & Z: 5 yds. from sideline.
Y: 5 yds. from RB.
H & R: 5 yds. from offensive tackle on your side.

II. RULES:

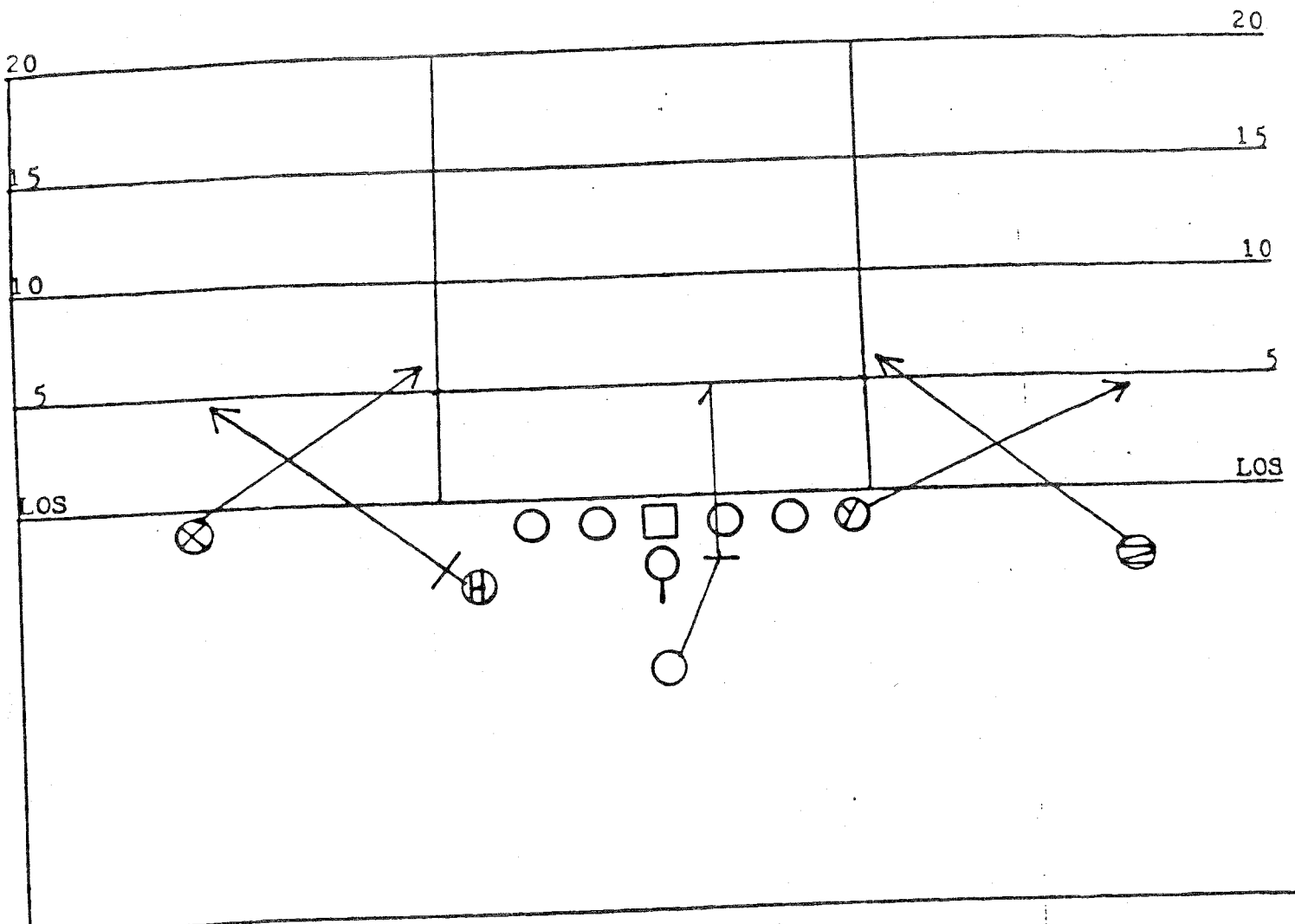
- X & Z: 1. Run Hitch
2. Convert to fade vs. hard corner.
- Y: 1. Run Hitch
2. Run Slant vs. any man coverage on you.
- H & R: 1. Run Seam route.
2. If uncovered - look for ball right now on release.

QB PROGRESSION:

1. If H or R uncovered - take one step back and hit them right away.
2. If H and R covered - go to uncovered outside receiver with 3 step drop.
3. Any type of Man to Man
 - A) Free/S with defenders at least 5 yds. off - throw Slant to Y or Hitch to X or Z.
 - B) No F/S with defenders at least 5 yds. off - same as A).
 - C) Free/Safety with defenders inside of 5 yds. - throw fade to X or Z to Slant to Y.
 - D) No F/S with defenders inside of 5 yds. - throw Slant to Y to FADE to X or Z.

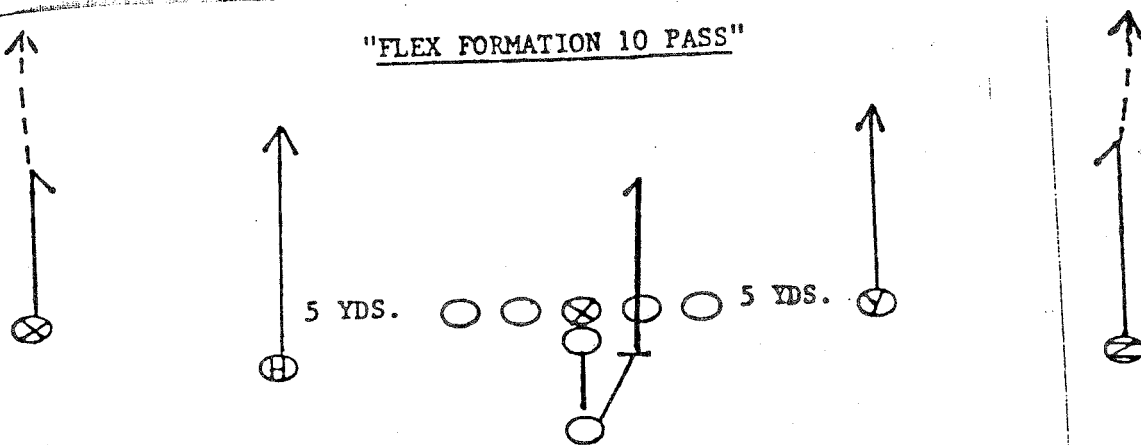
Formation DOUBLE RIGHT

Play 12 PASS (13 = OPPOSITE)



Post.	Assignment	Coaching Points
QB	1 STEP DROP. READ PROGRESSION OF RECEIVERS ON THE GALL SIDE LOOKING FOR Z FIRST + Y SECOND	
RB	SAME AS 10-11 PASS	
WR	AGGRESSIVE BLOCK END. IF HE DOESN'T RUSH, RUN FLAT ROUTE (COME UNDER THE X END)	
Z	RUN A DIAGONAL ROUTE LOOKING FOR THE BALL RIGHT AWAY	
Y	FLAT ROUTE (COME UNDER THE Z FLANKER)	
X	SAME AS Z	

"FLEX FORMATION 10 PASS"



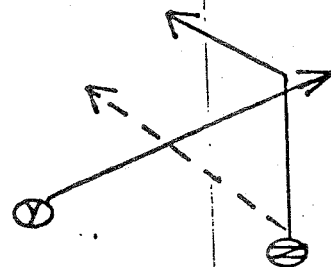
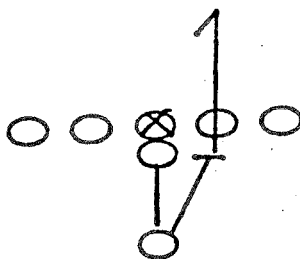
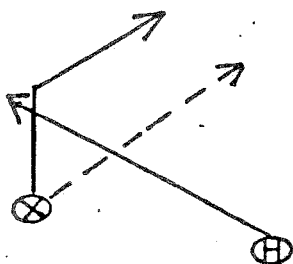
1. Outside Receivers (X & Z) run 6 yd. hitch. CP: Fade vs. hard corner.

2. Inside Receivers (H & Y) run vertical seam routes. If uncovered come off ball at half speed - will get ball no deeper than 7-8 yds. deep. If covered run route at full speed through the inside number of the man covering you.

3. QB Read:

- Look for the vertical route first. If it is uncovered, take one step and hit the inside receiver right away.
- If the inside receivers are both covered, look at the outside receivers. If the corner is off of the outside receiver, take a 3 step drop and read the man covering the inside receiver. If he breaks to the outside, hit the vertical route. If he drops with the inside receiver, throw the hitch.
- If the QB reads the inside receivers covered and the corners hard on the outside receivers, QB signals "Fade" to outside receivers and we run "10 Up". NOTE: In this case, the numbers are good on the inside running game and with a code word we can automatic to "60 Cross".
- Vs. close man coverage on all 4 receivers, use "12 Pass" (below). QB will pre-read the defense to decide what side to throw to.

"12 PASS" (DOTTED LINES = "12 DIAGONAL") 33



1. Outside Receivers (X & Z) run 6 yd. slant.

2. Inside Receivers (H & Y) run flat route.

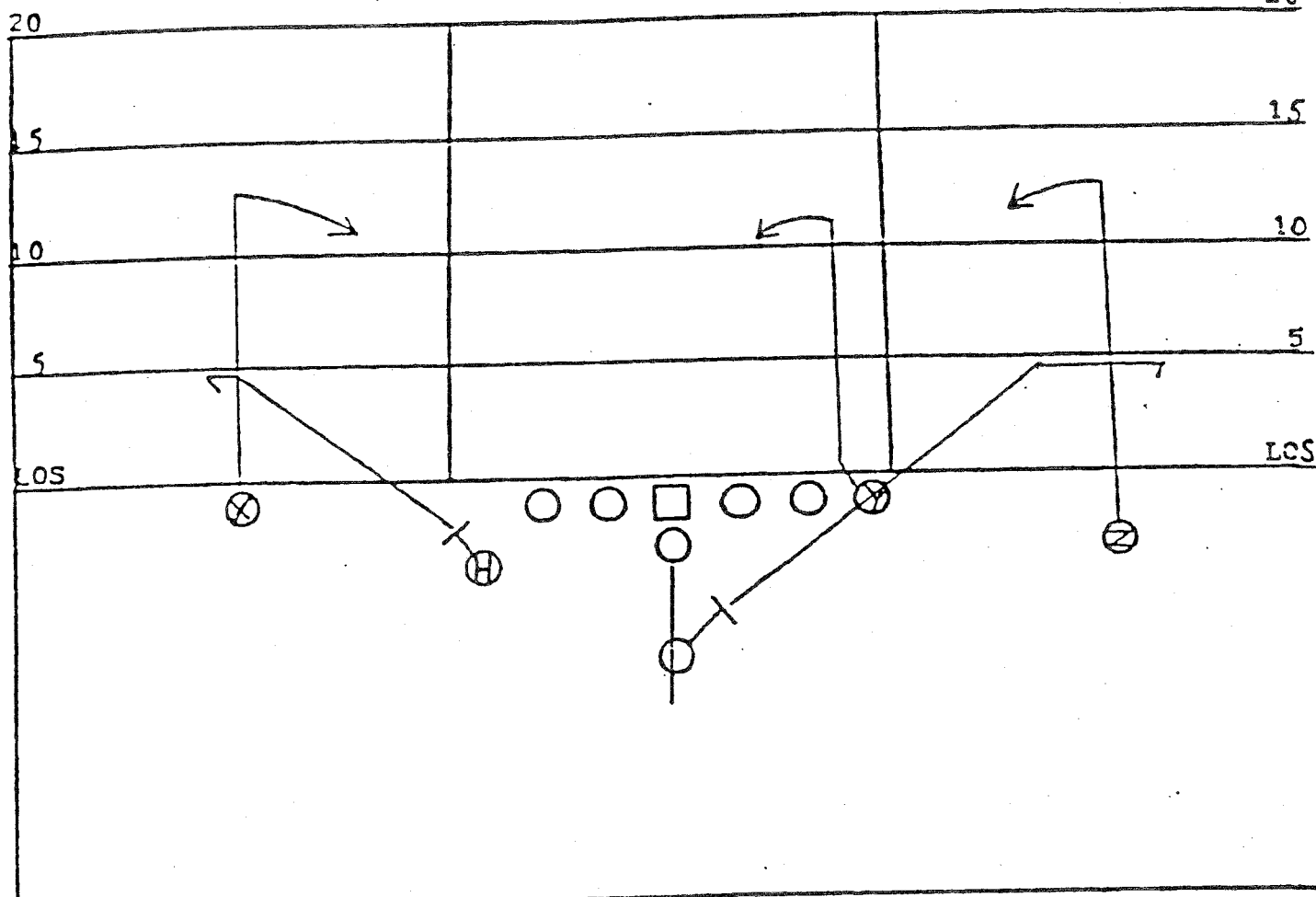
3. QB: 3 step drop and look from outside receiver to inside receiver on side of your pre-snap choice.

...slant in right away (without

Formation Double Right

Play 20 Pass (21 = Opposite)

NOTE: All 20 Series passes can be run from "Trips/Whiz" or "Flood/Zac" (both put you back in "Double")



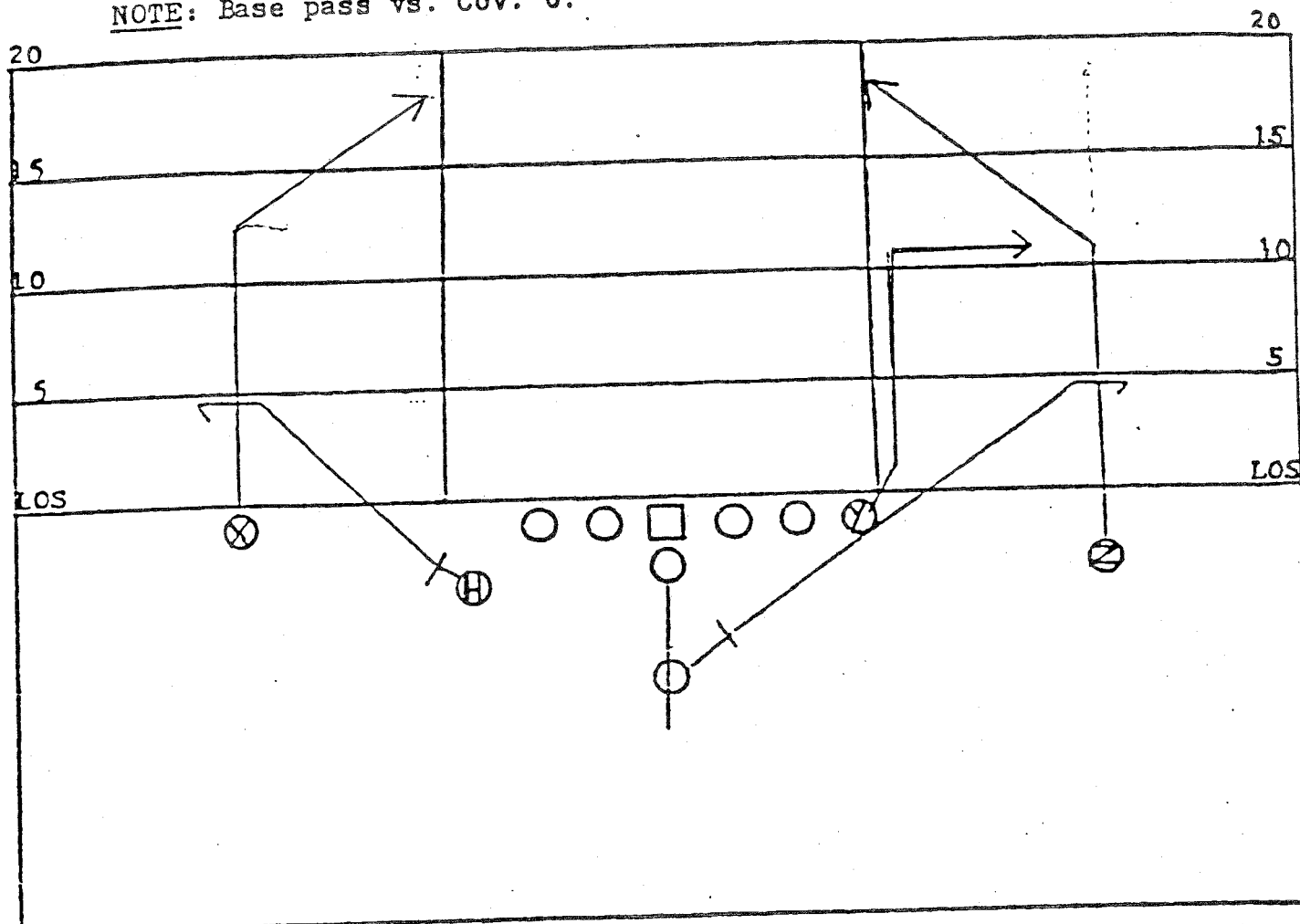
Post.	Assignment	Coaching Points
QB	5 step drop (set in 1.3; throw in 2.5).	Read progression of receivers on the callside from inside-out, looking: 1) Y, 2) Z, 3) RB.
RB	Check callside backer(s). If blitz, block. If no blitz, run 4-5 yd. flat/hook.	
HB	Check offside defensive end. If blitz, block. If no blitz, run 4-5 yd. flat/hook.	
Z	Run 8 step curl route (12-14 yds. deep).	
Y	Free release - run 10-12 yd. curl route. Use inside release.	
X	Same as Z. (Mirror route).	

NOTE: If QB "trigger reads" and goes offside, read progression from inside-out of: 1) X, 2) H.

Formation Double Right

Play 22 Pass (23 = Opposite)

NOTE: Base pass vs. Cov. 0.

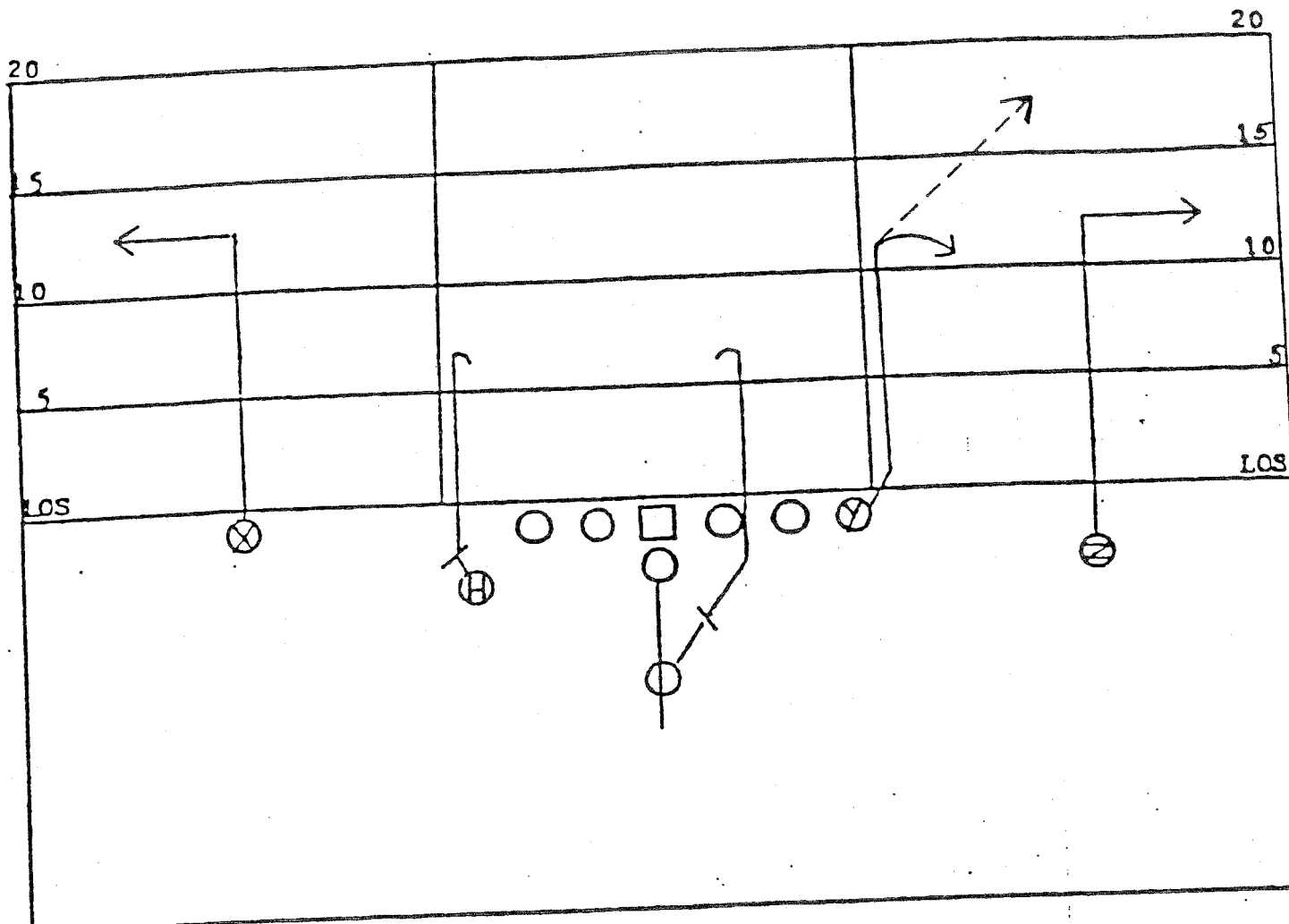


Post.	Assignment	Coaching Points
QB	5 step drop (set in 1.3; throw in 2.5). Read progression of receivers on the callside from long to short, looking: 1) Z, 2) Y, 3) RB.	
RB	Same as 20 Pass.	
HB	Same as 20 Pass.	
Z	Run 6 or 8 step Post route (break at 10-12 yds. deep).	
Y	Free release - run 10-12 yd. Out route. Use outside release.	
X	Same as X	

NOTE: If QB "trigger reads" and goes offside, read progression from inside-out of: 1) X, 2) H. (same as 20 Pass).

Formation Double Right

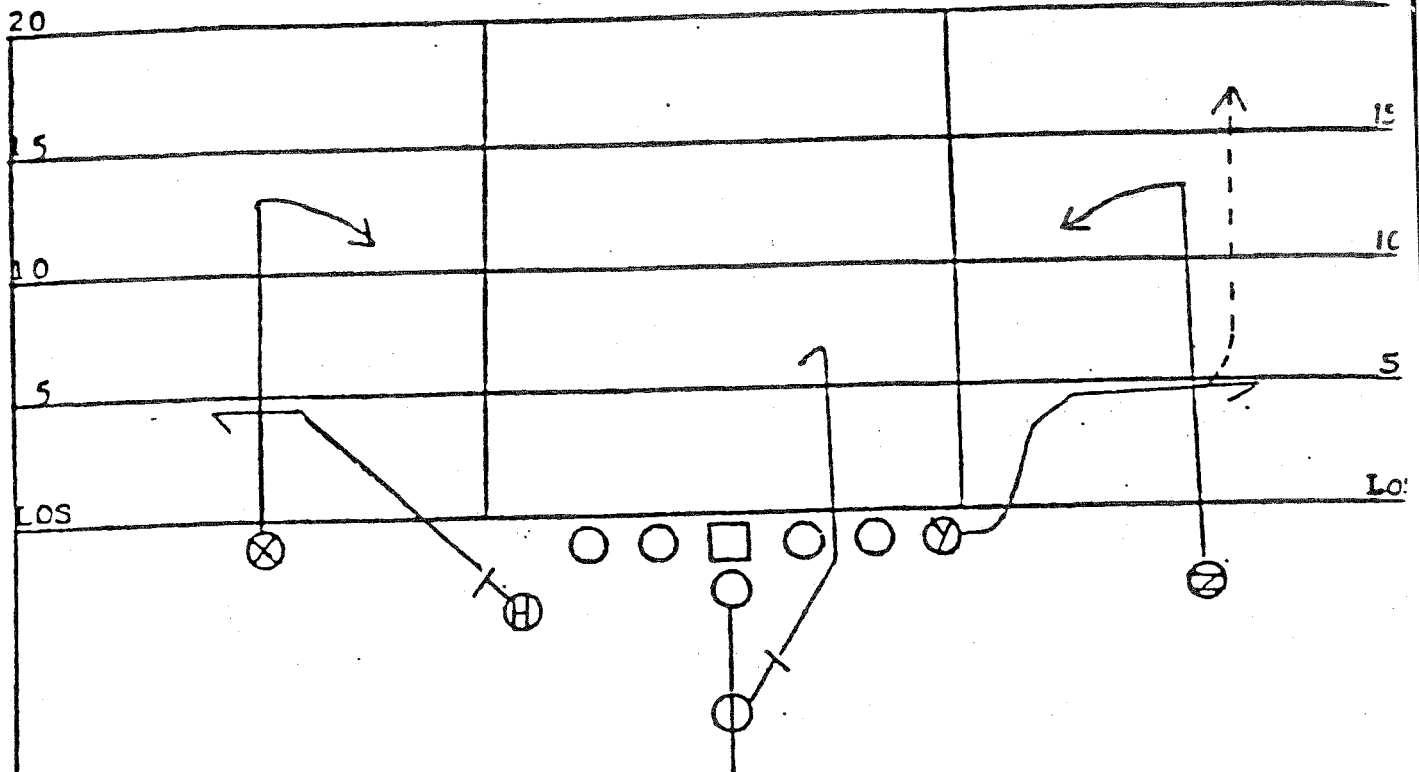
Play 24 Pass (25 = Opposite)



Post.	Assignment	Coaching Points
QB	5 step drop (set in 1.3; throw in 2.5). Read progression of receivers on the callside from outside-in, looking: 1) Z, 2) Y, 3) RB.	
RB	Check callside backer(s). If blitz, block. If no blitz, run 6 yd. circle.	
HB	Check offside defensive end. If blitz, block. If no blitz, run 6 yd. circle.	
Z	Run 8 step Out route (12-14 yds. deep). (align 2-3 yds. ins. normal)	<i>convert to fade vs. hard corner</i>
Y	Free release - run 10-12 yd. Curl/Out route. Use outside release.	
X	Same as Z. (Mirror route).	

NOTE: If QB "trigger reads" and goes offside, read progression from outside-in of: 1) X, 2) H.

NOTE: Base pass vs. Cov. 3 & Cov. 1 (not bad vs. Cov. 0)



NOTE: 26 Y Flat & Up/27 H Flat & Up (dotted lines above) - call to be made when CB's follow Curl inside (any cover), and vs. Cov. 0.

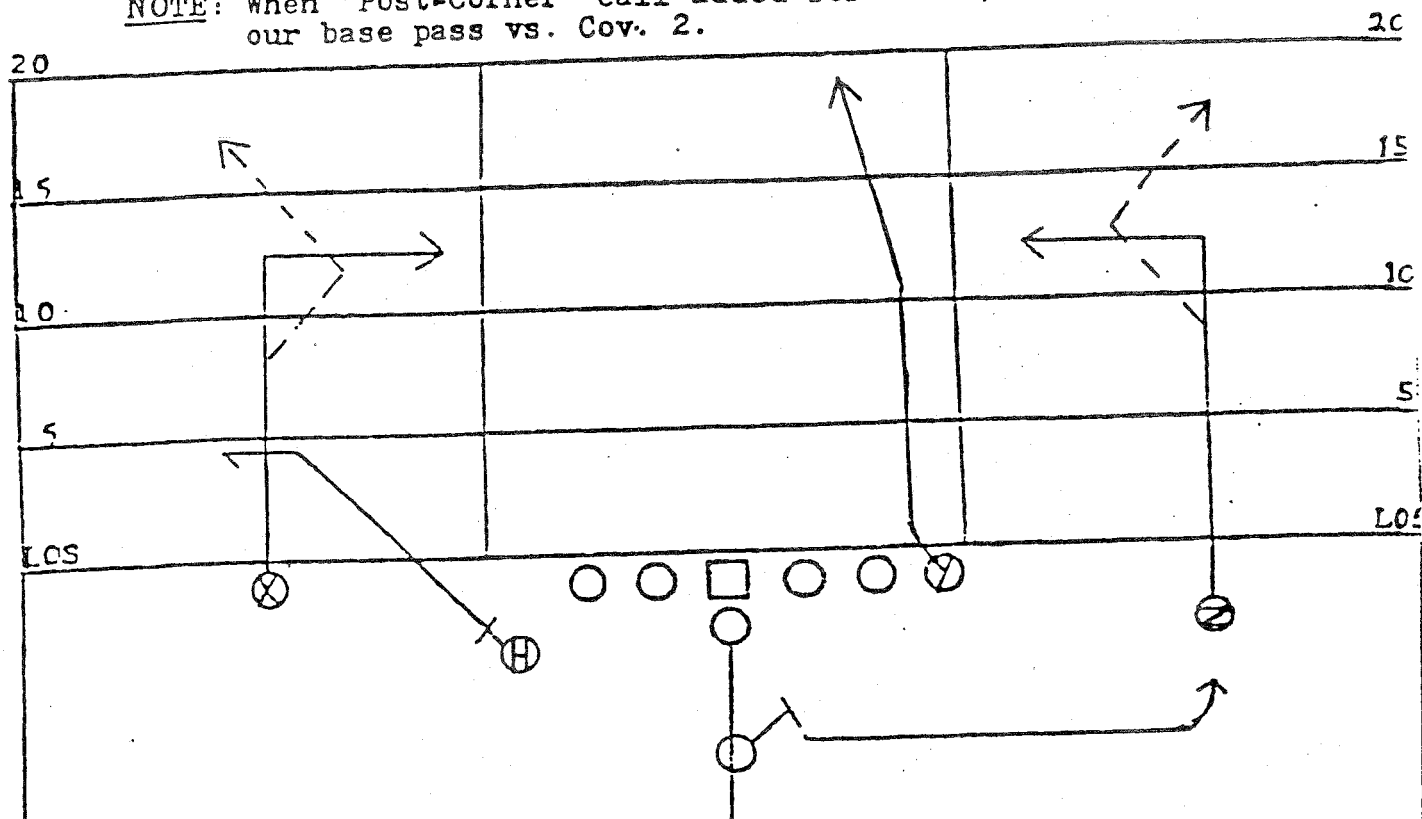
Post.	Assignment	Coaching Points
QB	5 step drop (set in 1.3; throw in 2.5). Read progression of receivers on the callside from inside-out, looking: 1) RB, 2) Z, 3) Y.	
RB	Same as 24 Pass.	
HB	Same as 20 & 22 Pass.	
Z	Same as 20 Pass.	
Y	Free Release - run 4-5 yd. flat/hook. Use outside release.	
X	Same as 20 & 22 Pass. (Mirror route).	

NOTE: If QB "trigger reads" and goes offside, read progression from inside-out of: 1) X, 2) H. (same as 20 & 22 Pass).

Formation Double Right

Play 28 Pass (29 Pass)

NOTE: When "Post-Corner" call added for X & Z, this becomes our base pass vs. Cov. 2.



NOTE: 28 Post-Corner/29 Post-Corner (dotted lines above).
(Post-Corner is 6 steps downfield, 3 steps to the post, then break to the corner flag in end zone).

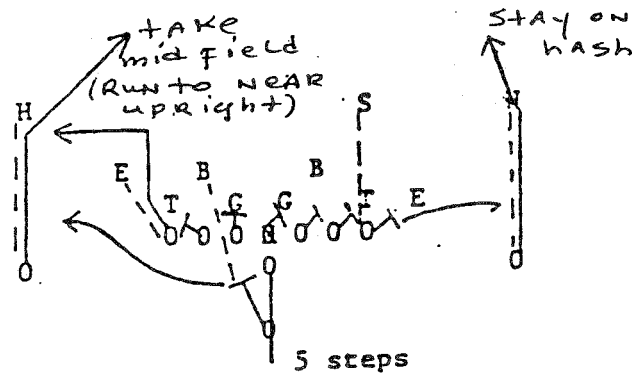
Post.	Assignment	Coaching Points
QB	5 step drop (set in 1.3; throw in 2.5). Read progression of receivers on the callside from long to short, looking: 1) Y, 2) Z, 3) RB.	
RB	Check callside backer(s). If blitz, block. If no blitz, run Swing.	
HB	Same as 20, 22, & 26 Pass.	
Z	Run 8 step In route (12-14 yds. deep).	
Y	Free release - run 10-12 yd. Post route. Use inside release.	
X	Same as Z. (Mirror route).	

NOTE: If QB "trigger reads" and goes offside, read progression from inside-out of: 1) X, 2) H.

GREAT VS BLITZ (esp. 8 MAN FRONTS) (w/o going "hot")

22-23 PASS ----- very good vs. an 8 man front that blitzes a lot, is to call 2 passes (opposites of each other) in the huddle, and say "check with me at the line". Example: "22 or 23 Pass - check with me at the line". Now, if they are going to blitz, they will go M/M in the secondary. They will always bring 4 people to the side the Safety lines up on (whichever Tight End he covers), and only 3 people to the other side (someone has to cover the other Tight End). So check to the pass opposite the side the Safety aligns (because we have 4 protectors backside in our normal protection). Use colors; "Red" = right (22 Pass), and "Blue" = left (23 Pass). This is a GREAT CONCEPT!

Example: Safety aligns to our right, so we call "Blue" (meaning we will execute 23 Pass).



NOTE: This color call system can be used also on 26-27 Pass (call color opposite of Monster). Used on runs in the same way to get a toss or option away from the Monster, etc.

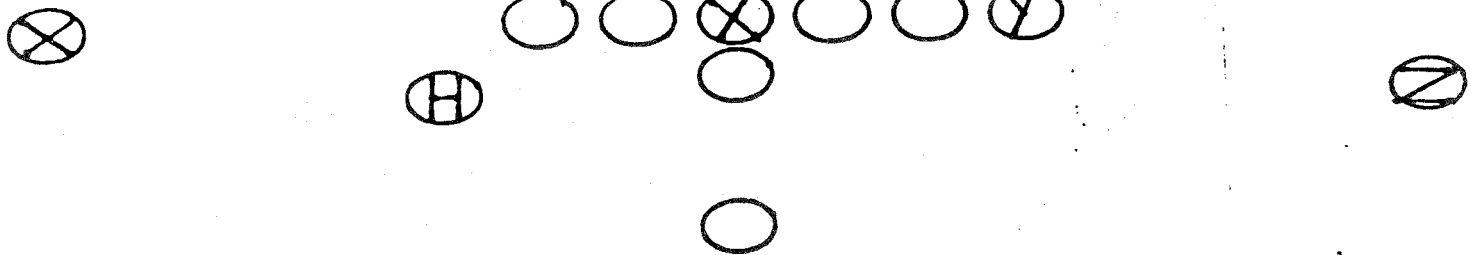
BOX-READ CHART

I. BASE FORMATION (No hits or uncovered rule)

5 YDS. FROM L.O.S.

A) 8 MEN IN BOX = PASS

B) 7 MEN IN BOX = RUN



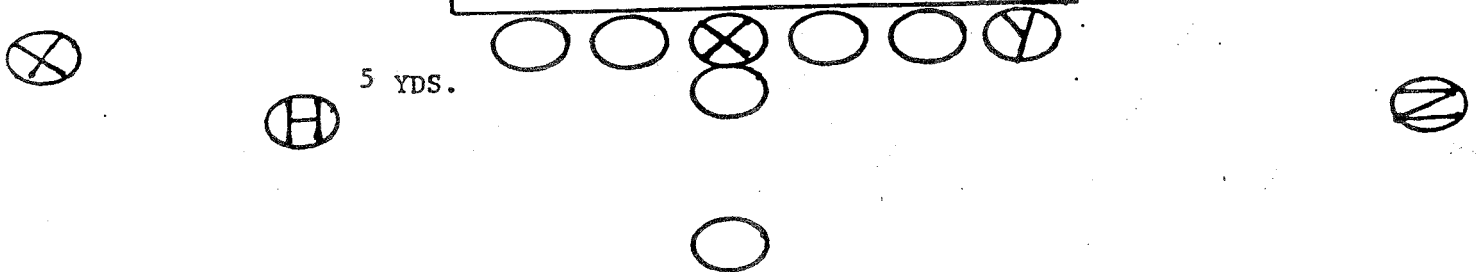
II. ONE T.E. FLEXED

(H is uncovered - OR hits him on 1st step drop - H catches ball about 3 yds. deep)

5 YDS. FROM L.O.S.

A) 7 MEN IN BOX = PASS

B) 6 MEN IN BOX = RUN



III. BOTH T.E.'S FLEXED

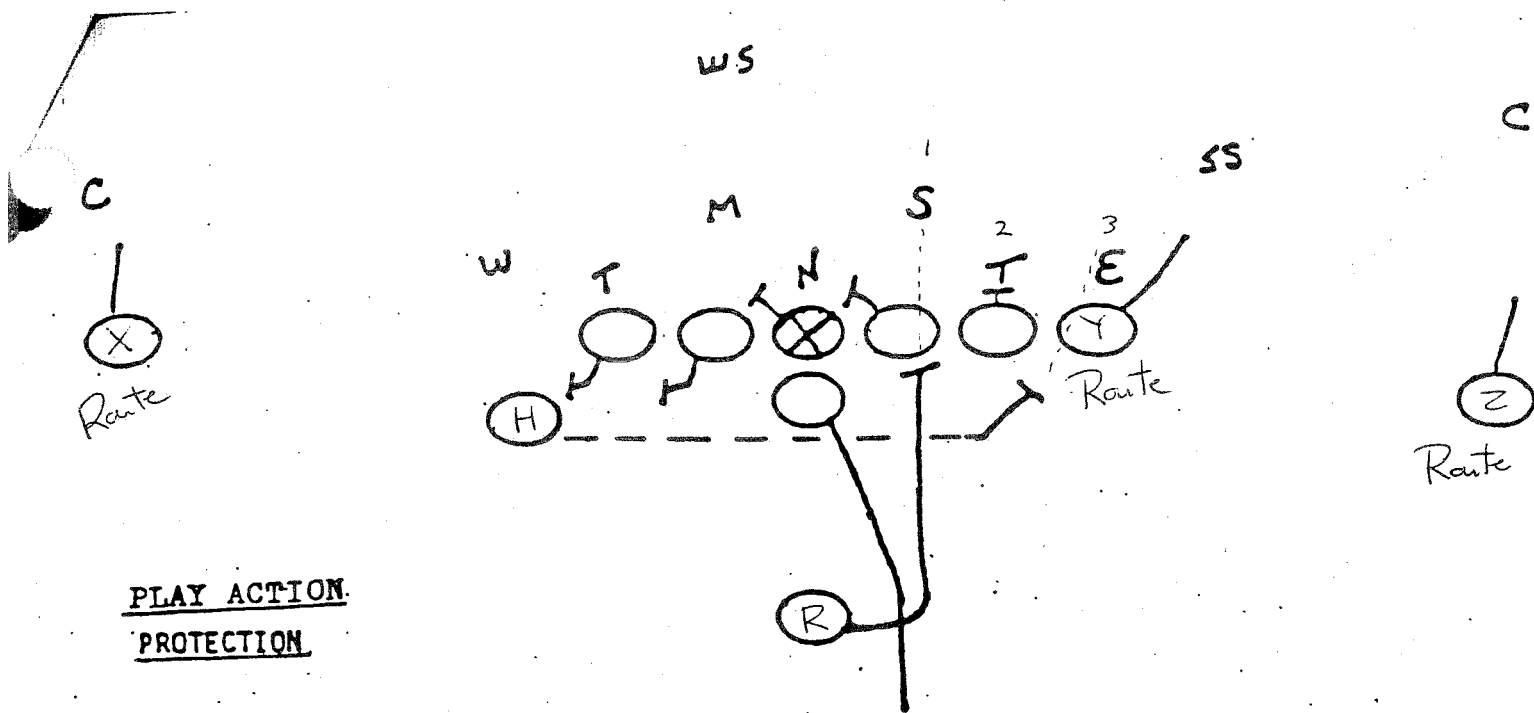
5 YDS. FROM L.O.S.

A) 6 MEN IN BOX = PASS

B) 5 MEN IN BOX = RUN

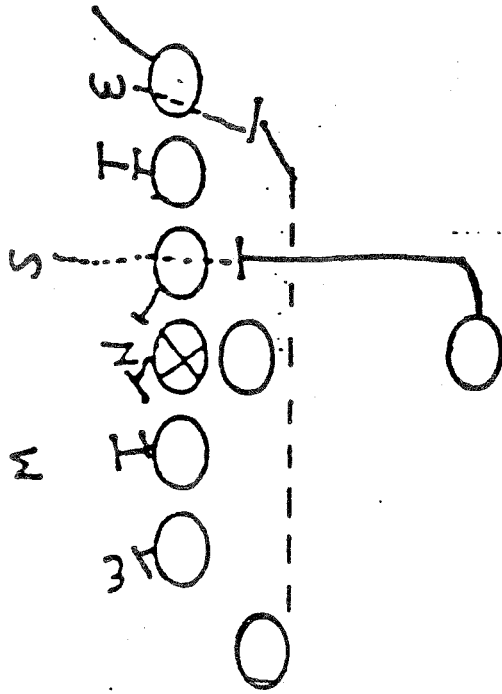
Look for H & Y uncovered)



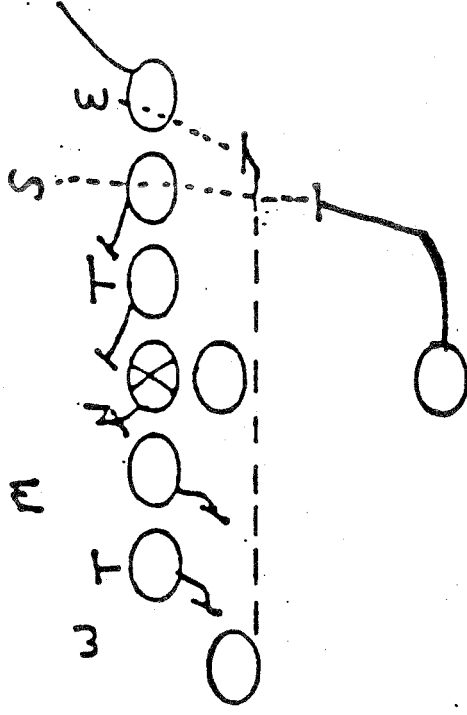


PLAY ACTION.
PROTECTION

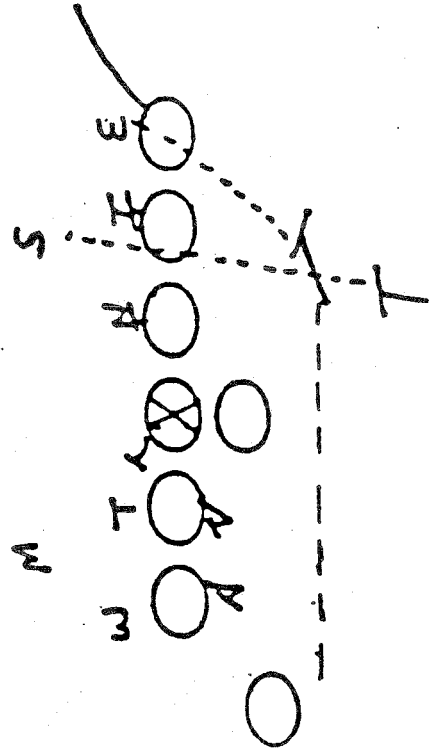
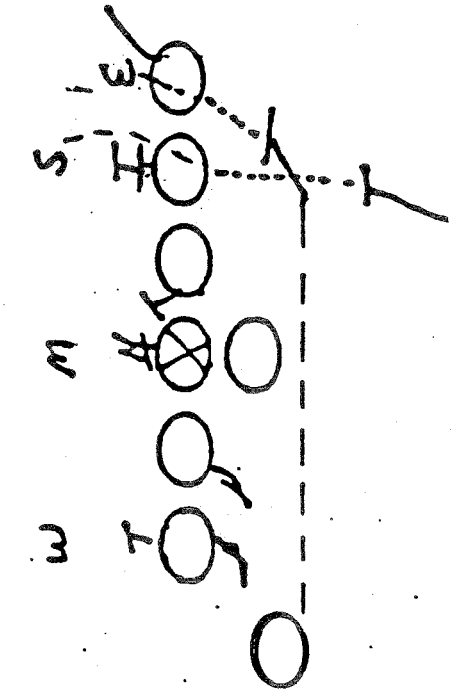
- DT TURNBACK (Turnless ins. G)
- OG TURNBACK: Cp. IF YOU AND TACKLE ARE BOTH COVERED BLOCK STRAIGHT
(inc. on or off)
- C TURNBACK: ALERT STRAIGHT CALL
- BG TURNBACK: ALERT STRAIGHT CALL
- BT TURNBACK: ALERT STRAIGHT CALL
- Y ROUTE
- X ROUTE
- Z ROUTE
- H BLOCK #3 CONTROLLED AGGRESSIVE
- R 4-5 GUT FAKE: BLOCK PLAYSIDE LB Cp. IF LB ON LOS CHECK MIKE
TO WILL. YOU ARE RESPONSIBLE FOR PERIMETER
PRESSURE STRONG.
- QB 4-5 GUT FAKE: PLAY ACTION TECHNIQUE



STACK STRONG WILL STACK



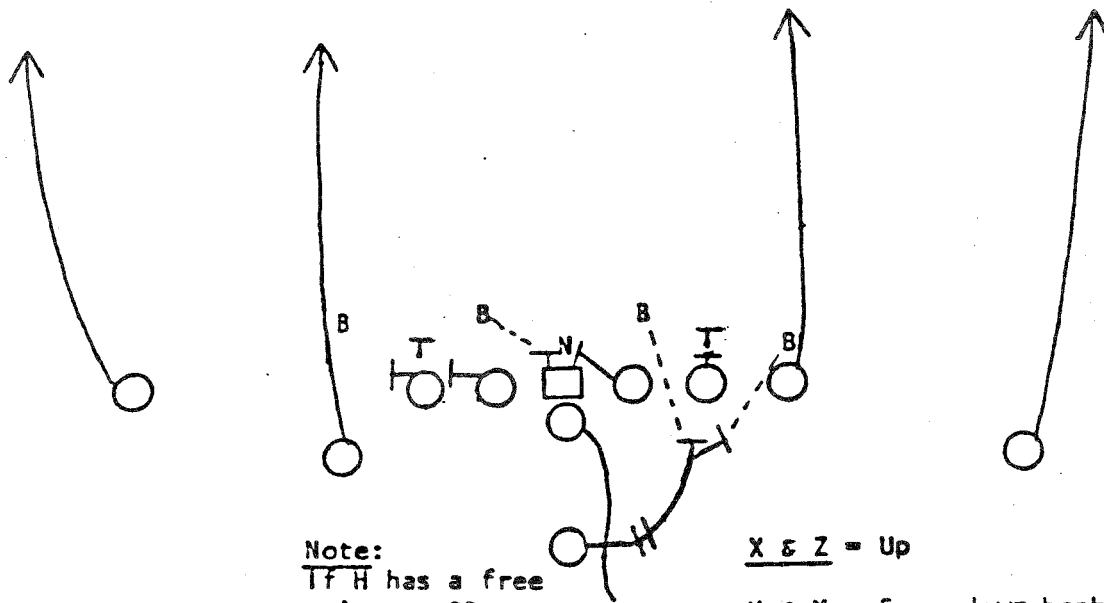
EAGLE WEAK (NOSE OVERSHIFT STRONG)



4-5 GUT PASS

Note: We will have two basic patterns off the 4-5. Gut fake. They are shown below, along with the protections vs. the 5-2 and 4-3.

"4 GUT PASS/UP" (vs. 5-2)

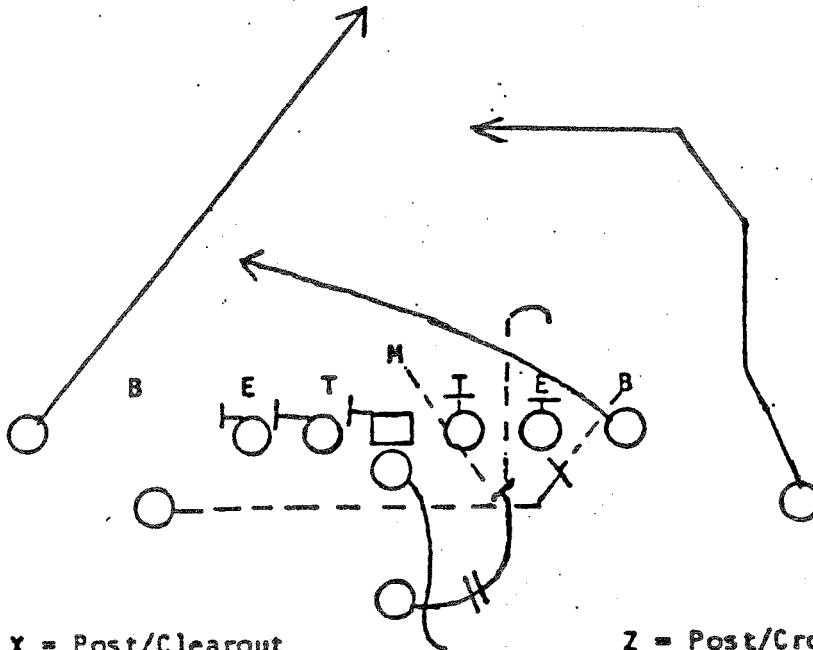


Note:
TF H has a free
release, RB must
double read strong.

X & Z = Up

H & Y = Seam down hash

"4. GUT PASS/TEXAS (vs. 4-3).



X = Post/Clearout

H = block strong

2 - Post/Cross

$Y = Drag$

6-7. COUNTER WAGGLE PASS

★ we replaced this blocking w/ "sucker" blocking (enclosed loose sheet)

Rules For Receivers: (needed so that we can run this pass from all of our formations with no confusion)

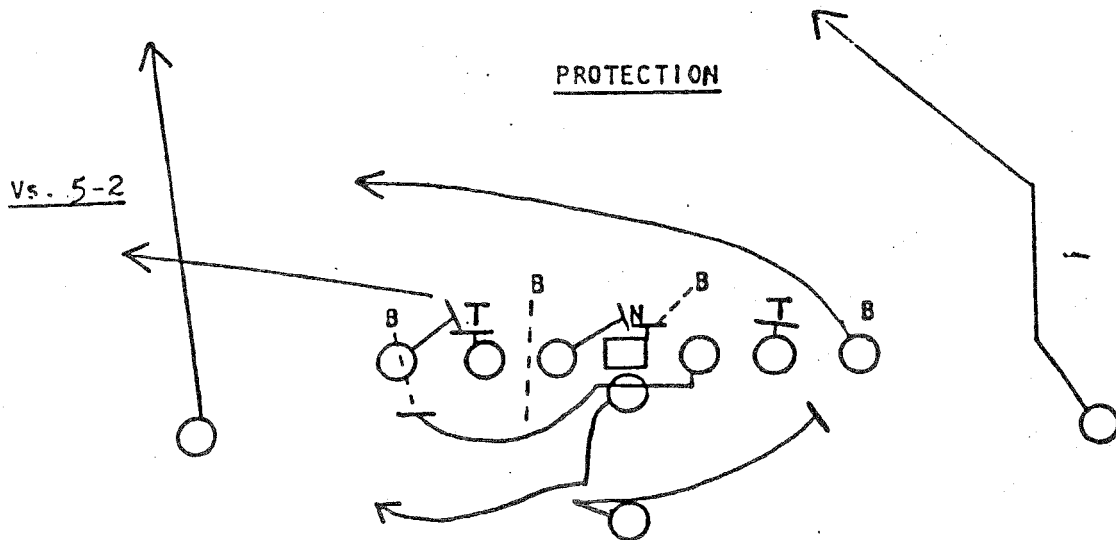
A) Playside:

- 1) Outside Split Receiver = fade (note: if you are the outside receiver and are a tight end, run a corner). CORNER if INS. 20
- 2) Inside Receiver (tight end) = flat.

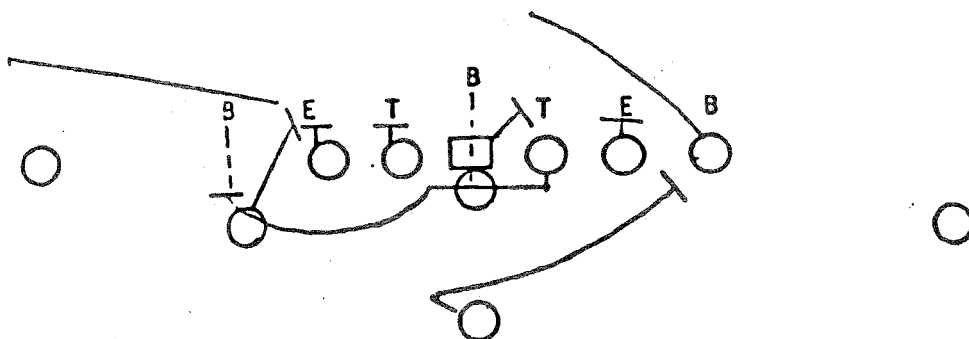
B) Dackside:

- 1) First Receiver Dackside (usually a tight end) = drag at 8 to 12 yards depth. Keep a vertical relationship with the QB (mirror the QB crossfield).
- 2) Second Receiver Dackside = post.
- 3) Third Receiver Dackside (Flood or Trips) = fade.

NOTE: If there happens to be a middle receiver on the playside (Z in "Flood", etc.) he runs an out.

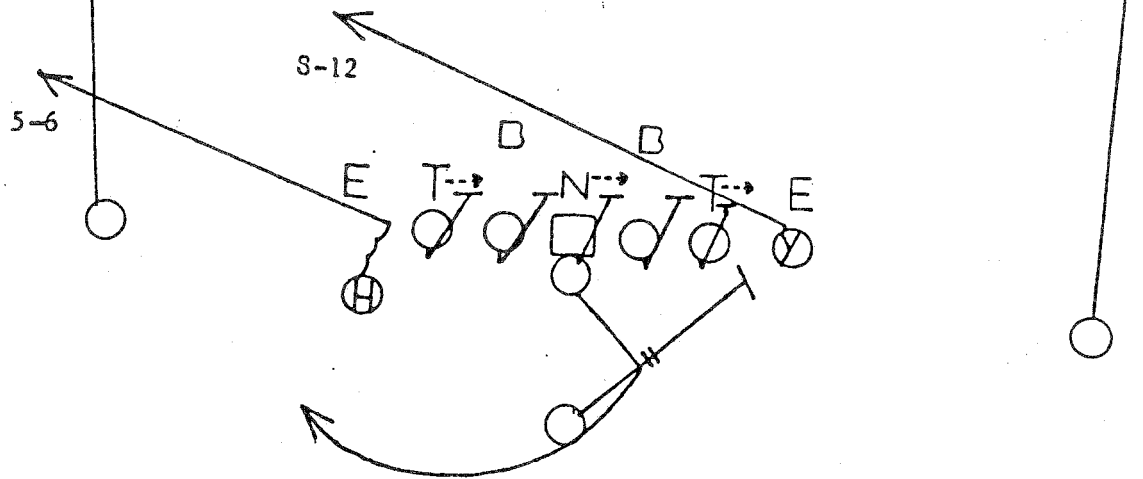


Vs. 4-3



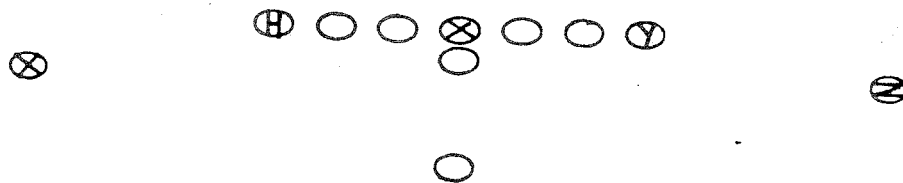
* Big play for Gibbs

"NAKED"
@ 9"



- A) QB: SUPER FAKE OF 6 OUTSIDE - THEN COME FLYING OUT OF FAKE & BE READY TO THROW QUICK IN CASE DE IS HANGING FOR BOOTLEG.
- B) HB: MUST DELAY 3 COUNTS - SQUEEZE C GAP TO GIVE APPEARANCE OF BLOCKING ON OFFSIDE LIKE RUNNING PLAY.
- C) Y: SAME AS 6-7 COUNTER WAGGLE PASS. CLEAR ILB's & FIND WINDOW TO QB (KEEP VERTICAL RELATIONSHIP BY MIRRORING QB).

NOTE: RUN FROM "UP" FORMATION AS A PART OF OUR "CHECK WITH ME" SERIES.
(CHECK AWAY FROM "MONSTER", ETC.)



This is the REDSKINS famous "sucker blocking" on the "Counter-G. Pass". It is great vs. teams that key Guards w/ILBs (they collide).

COUNTER PASS	
50	(<i>'ODD'</i>)
WARTER-BACK	Fake counter, attack perimeter. (May pull up.)
AIL-BACK	Fake counter offside, block Mike to Sam, run screen.
ULL-BACK	Release thru "C" gap. (Chip end man on LOS if he rushes.
LANKER 'Z'	Pole.
100-Y'	Slam, inside release, shoot.
SPLIT END - 'X'	Streak.
ON-SIDE TACKLE	Pull end trap onside "A" gap.
ON-SIDE GUARD	Pull and trap offside "A" gap.
CENTER	Angle on.
OFFSIDE GUARD	Pull deep and log/trap.
OFFSIDE TACKLE	On, inside (aggressive)

the only other P.A.P. they used to ANY extent
 ... but ONE INSIDE ZONE FAKE.

PASS MECHANICS

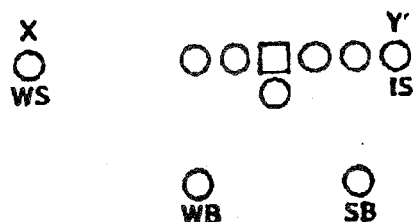
1. THE QB CALL:

- 1.1 PROTECTION BY NAME
- 1.2 PATTERN BY NUMBER
- 1.3 BACK ROUTES BY NAME

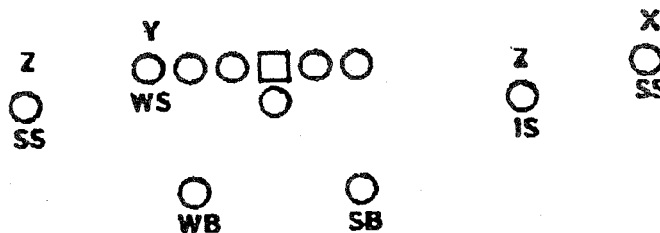
2. PATTERN:

- 2.1 INDIVIDUAL RECEIVER ROUTES ARE NUMBERED.
- 2.2 OUTSIDE RECEIVER ROUTES ARE: "O"-1-2-3-4-5-6-7-8-9
- 2.3 INSIDE RECEIVER ROUTES ARE: "O"-10-20-30-40-50-60-70-80-90
- 3.4 PASS STRENGTH IS DETERMINED BY TWO RECEIVER SIDE.

NORMAL



SLOT



3.5 THREE DIGIT CALL - 585: WS = 5 IS = 80 SS = 5

3.6 TWO DIGIT CALL - 85: IS = 8 SS = 50 WS = MEMORIZE

3.7 ONE DIGIT CALL - 5: WS = 5 IS & SS = MEMORIZE

4. BACK ROUTES:

- 4.1 BACK ROUTES ARE NAMED BY COMBINATIONS CALLED:
- 4.2 SINGLE CALL - SWING H SWING - R SWING
- 4.3 H CALL - WIDE H WIDE - R MEMORIZE
R CALL - WIDE R WIDE - H MEMORIZE
- 4.4 DOUBLE CALL - H CORNER SWING H CORNER - R SWING
DOUBLE CALL - R ANGLE - WIDE R ANGLE - H WIDE

5. NAME PATTERNS - THE BACKS AND RECEIVERS MEMORIZE ASSIGNMENTS.

6. FOUR DIGIT PATTERNS - STRONG 1ST - 16 / WEAK 2ND - 85 PIVOT.

"R" AND "FB(H)" - DROPBACK PASSING GAME

General Rule: will do one of 3 things: check-search check-release Free release

1. Check, Search

- 1.1 Check assigned defender for possible dog/Blitz; none - stay in and search for a free defender
- 1.2 Only help if needed
- 1.3 Must not retreat into QB's face
- 1.4 Technique - 2 slide steps to outside on snap, then proper position to pick up blitz/dog or search

2. Check, Release

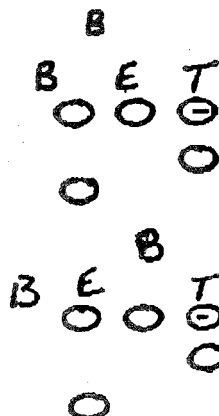
- 1.1 Check assigned defender for possible dog or blitz; none - release on a route inherent to the pattern called

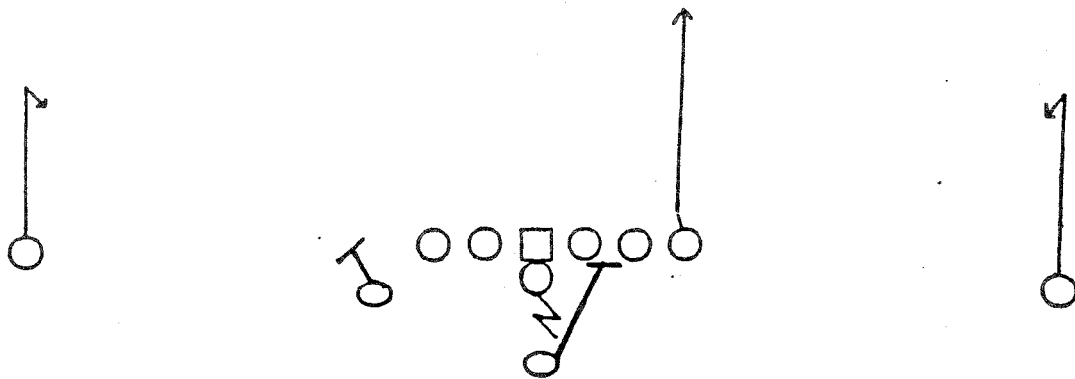
3. Free Release

- 3.1 Scram Rt/Left = "R" back on a free release (no blitz pick-up) to the open side
- 3.2 Scat Rt/Left = "FB" or "H" on a free release to the IE side

Critical Factors

1. Must recognize defenses and communicate with offensive line
2. Must expect defenses to shift (even at last second before snap)
3. Must listen for and anticipate lineman calls.
4. Must know the LBers designation.
5. Must know if 34 defense add a mike
6. Must know what is called a Loner
7. Must know what is called a Force





KEY COACHING POINTS

QB - Strongside read, MOF closed stay strong unless S/S is wide in the box area; MOF open can work inside/out verticle stretch, or best release.

S.B.- 1st linebacker inside out not counting
Mike - aggressive; check down.

W.B.- 1st linebacker
aggressive, check down.

"X"- 1 Route, wide split, fade vs. Roll

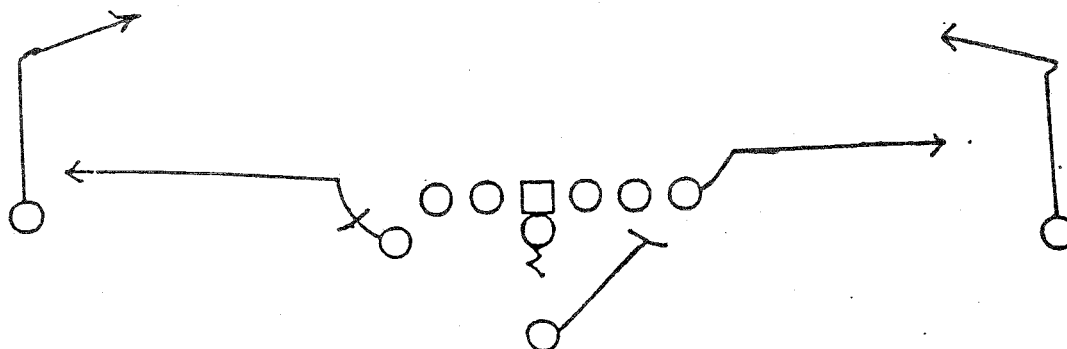
9 Route

"Z"- 1 Route, wide split, fade vs. Roll

PROTECTION

Regular (Firm)

(FIRM) 212 "H" FLAT



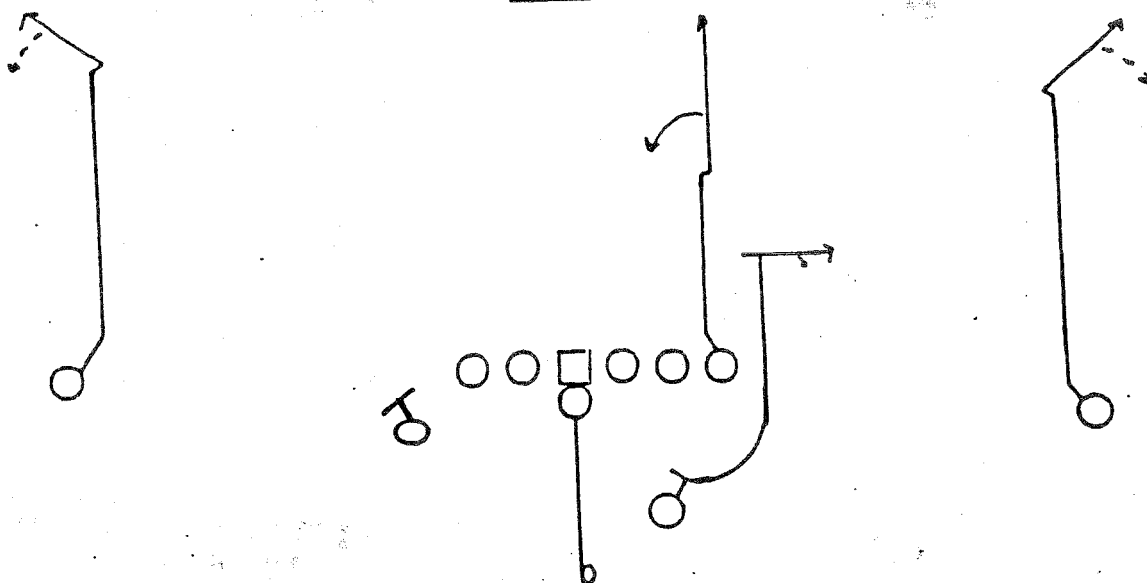
KEY COACHING POINTS

- QB - Coverage read, MOF closed throw away from rotation or by game plan; MOF open can work either side; or by game plan.
- S.B. - 1st linebacker inside out not counting Mike, run tag.
- W.B. - 1st linebacker run tag.
- "X" - 2 Route, fade vs. Roll
- "Y" - 1 Route
- "Z" - 2 Route, fade vs. Roll

PROTECTION

Firm Regular

787 WIDE



KEY COACHING POINTS

QB = Strongside read, MOF open read deep to short inside/out. MOF closed read deep to short outside/in. Responsible with X for W/S.

S.B. = 1st linebacker inside out not counting Mike, swing if not tagged.

W.B. = 1st linebacker swing if not tagged.

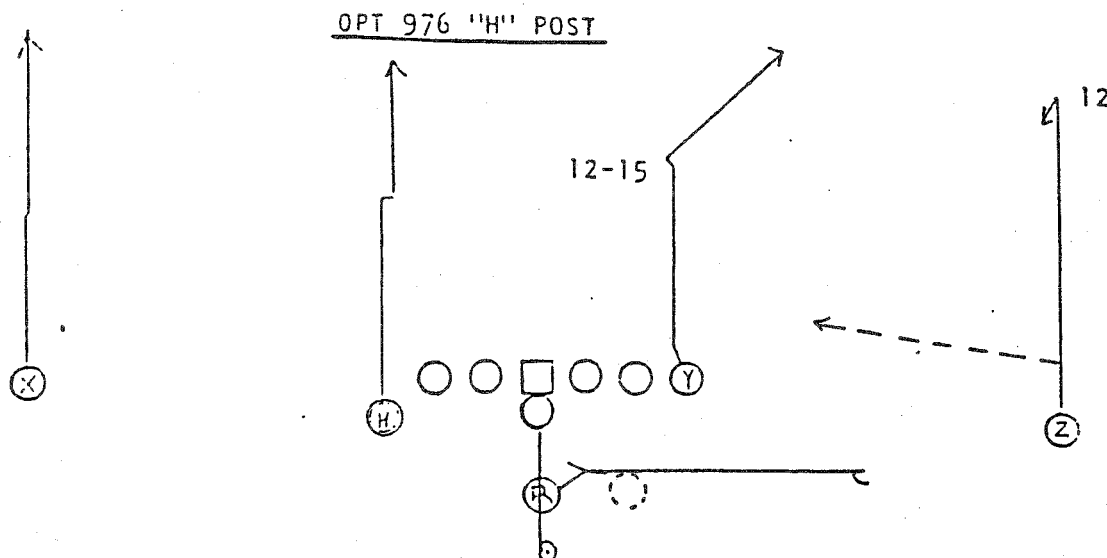
"X" = 1st Digit 7, adjust Vs. W/S Blitz

"Y" = 2nd Digit 8

"Z" = 3rd Digit 7

PROTECTION

Regular



KEY COACHING POINTS

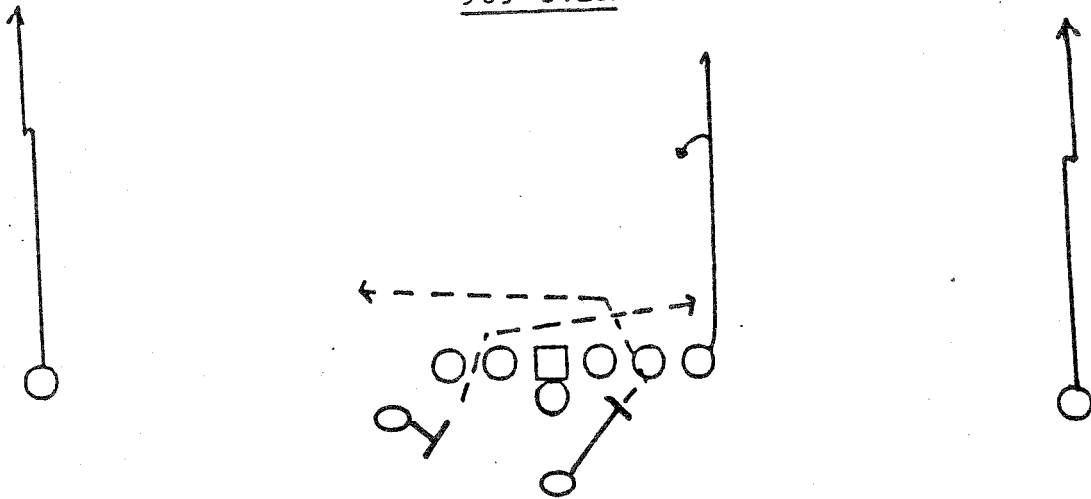
QB = QB & X have S/S Blitz; 7 steps control drop; Ck W/S and pre-snap look; must see strong blitz; Read MOF, MOF open stay Wk side. Shot at H or Fade, don't like come down to Z on runaway; MOF closed work strong to Y, Z or R on Ck down; Press no deep help can throw fade; be conscious of D/D

- = Dual Ck Mike/Sam N/T run Swing (CP Sam N/T look at S/S)
- = Route called, Post
- X = Route called (7) always deep angle alert for S/S blitz
- Y = Route called (9), fade vs. press
- Z = Route called (6), runaway vs. 2 deep or press

PROTECTION

Option (Triple Digit)

989 OVER



KEY COACHING POINTS

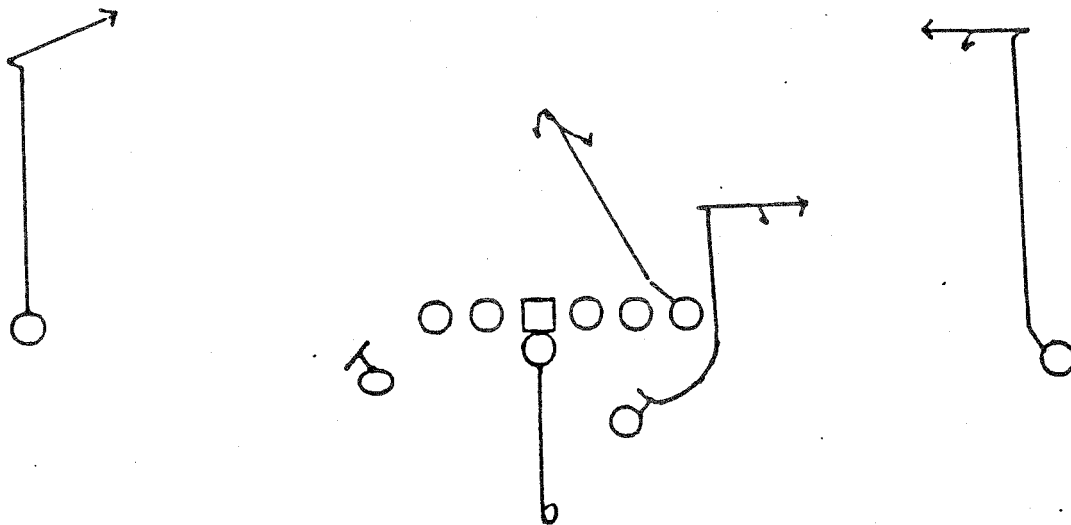
- QB = Strongside read, MOF open read deep to short inside/out, MOF closed read deep/short outside in; backside by game plan (match up).
- S.B. = 1st linebacker inside out not counting Mike, swing if not tagged.
- W.B. = 1st linebacker swing if not tagged.
- "X" = 1st Digit (9) adjust Vs. W/S Blitz
- "Y" = 2nd Digit (8)
- "Z" = 3rd Digit (9)

PROTECTION

Regular

? 824 ; 844 ?

864 WIDE



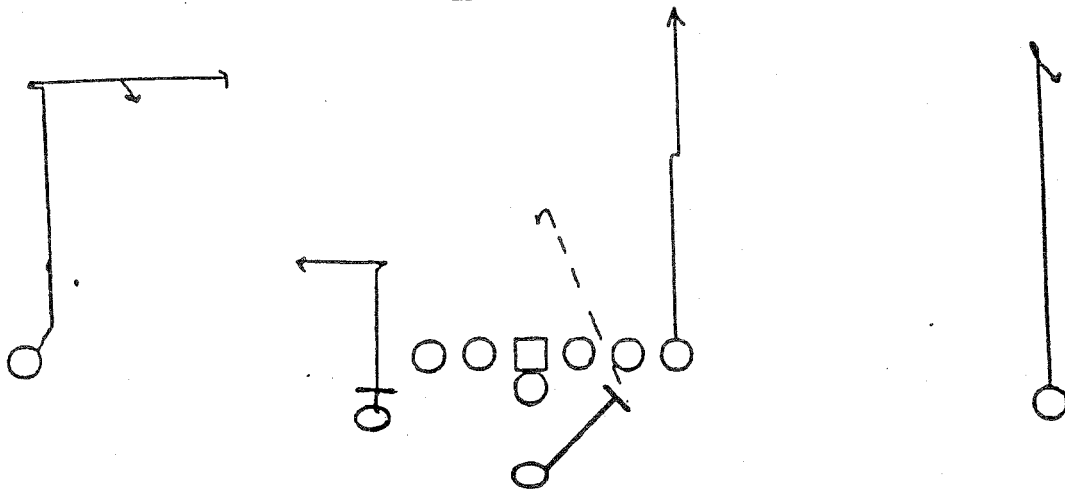
KEY COACHING POINTS

- QB = Read Strongside; deep/short throw off underneath coverage, backside only by game plan or W/S blitz.
- S.B. = 1st linebacker inside out not counting Mike, swing if not tagged.
- W.B. = 1st linebacker swing if not tagged.
- "X" = First Digit 8, Flat Vs. Press. Vs. W/S Blitz adjust.
- "Y" = Second Digit 6
- "Z" = Third Digit 4

PROTECTION

Regular

495 LUCKY



KEY COACHING POINTS

- QB = Weakside read unless W/S takes away the 4. Read deep to short off underneath coverage. W/S weak work strong side inside/out.
- S.B. = 1st linebacker inside out not counting Mike, swing if not tagged.
- W.B. = 1st linebacker swing if not tagged.
- "X" = 1st Digit (4), adjust Vs. W/S Blitz
- "Y" = 2nd Digit (9)
- "Z" = 3rd Digit (5) Fade Vs. Roll

PROTECTION

Regular

QB = Strongside read, MOF open read deep to short inside/out; MOF closed read deep to short outside/in; responsible with X for W/S.

S.B.= 1st linebacker inside out not counting Mike, swing if not tagged.

W.B.= 1st linebacker swing if not tagged.

"X" = 1st Digit (5) Fade Vs. Roll. W/S Blitz adjustment.

"Y" = 2nd Digit (8) Adjust Vs. 3 Deep

"Z" = 3rd Digit (5) Fade Vs. Roll

Regular